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(54) CHARACTER DATA MANAGEMENT SYSTEM, CHARACTER SERVER, CHARACTER DATA MANAGEMENT METHOD AND PROGRAM

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a system for entering a character common to various game programs and informing the character status.

SOLUTION: Characters set corresponding to the respective users are registered in a character server, and the character is down-loaded from the character server to enter the various game programs. The characters of different players are enabled to inform the character of the player in a previously allowable range of the location of own character and transmit a message. In addition to the outline of the character, the attribute of the character and the items possessed by the player are saved as character information in the character server to be used in common in various games.
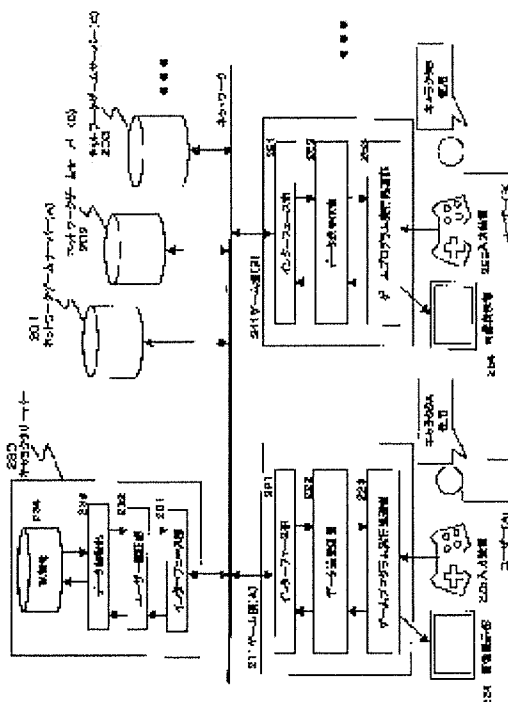
* NOTICES *

1.This document has been translated by computer. So the translation may not reflect the original precisely.
2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

CLAIMS

[Claim(s)]
[Claim 1]A character data managerial system comprising:
A character server which stored character information which is a character data managerial system which manages character data displayed to a communication terminal device, and is information about a character set up corresponding to two or more users.
Character information which has a communication terminal device which can download character information set up from said character server corresponding to each user, and is stored in said character server, Composition which performs information-and-telecommunications control between communication terminal devices which use a character in which said character server was registered into said character server according to said information disclosure setup information including information disclosure setup information over other characters.

[Claim 2]Have said character data managerial system further, and a game server which provides a excecutable game program in said communication terminal device said communication terminal device, While downloading a character registered into said character server to said communication terminal device, The character data managerial system according to claim 1 having a game program executive operation means to make said downloaded character appear in a game which said game server provides, and to perform a game.
[Claim 3]In information disclosure setup information in character information stored in said character server. Including character use place information, this character use place information, A character including an address of a communication terminal device under use said character server, The character data managerial system according to claim 1 having the composition which performs processing which indicates said address to other character or

other character Manage User who registered character information into said character server.
[Claim 4]In information disclosure setup information in character information stored in said character server. Including character use place information, this character use place information, A character including an address of a network game server under use said character server, The character data managerial system according to claim 1 having the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.
[Claim 5]The character data managerial system comprising according to claim 1:
Including open scope information in information disclosure setup information in character information stored in said character server, this open scope information is disclosure range information in character information.
Indication place character information including matched data said character server,
Composition which performs processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[Claim 6]In information disclosure setup information in character information stored in said character server. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, As opposed to other character or other character Manage User who registered character information into said character server for said character information, The character data managerial system according to claim 1 having the composition which performs processing indicated according to character conditions registered into said associate character list.
[Claim 7]In information disclosure setup information in character information stored in said character server. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server processing of an outgoing message from other character or other character Manage User who registered character information into said character server, The character data managerial system according to claim 1 having the composition performed according to said message arrival setup information.
[Claim 8]The character data managerial system according to claim 1 having the composition which said character server performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on condition of attestation formation.
[Claim 9]Said character server according to reception of a character situation Request to Send

from said communication terminal device, Based on associate character identification data registered into said character information, Character use place information is acquired out of character use place information in character information corresponding to this associate character, The character data managerial system according to claim 1 having the composition which performs processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[Claim 10]The character data managerial system comprising according to claim 1:

Said character server according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information out of character use place information in character information corresponding to this associate character, and was acquired by the inquiry to acquired character use place information based on associate character identification data registered into said character information.

Composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[Claim 11]According to address information of a game server which provides a participating game program of an associate character acquired from said character server, said communication terminal device, The character data managerial system according to claim 10 having the composition which performs access to this game server and performs game participating processing of a self character acquired by download from said character server.

[Claim 12]He is a character server which manages character data displayed to a communication terminal device, Character information which has the database which stored character information which is information about a character set up corresponding to two or more users, and is stored in said database, A character server having the composition which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information including information disclosure setup information over other characters.

[Claim 13]In said information disclosure setup information, including character use place information, this character use place information, A character including an address of a communication terminal device under use said character server, The character server according to claim 12 having the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 14]In said information disclosure setup information, including character use place information, this character use place information, A character including an address of a network game server under use said character server, The character server according to claim 12 having the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 15]The character server comprising according to claim 12:

Including open scope information in said information disclosure setup information, this open scope information is disclosure range information in character information.

Indication place character information including matched data said character server, Composition which performs processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[Claim 16]In said information disclosure setup information, including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, As opposed to other character or other character Manage User who registered character information into said character server for said character information, A character server given in 12 having the composition which performs processing indicated according to character conditions registered into said associate character list.

[Claim 17]In said information disclosure setup information, including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server processing of an outgoing message from other character or other character Manage User who registered character information into said character server, The character server according to claim 12 having the composition performed according to said message arrival setup information.

[Claim 18]The character server according to claim 12 having the composition which said character server performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on condition of attestation formation.

[Claim 19]Said character server according to reception of a character situation Request to Send from said communication terminal device, Based on associate character identification data registered into said character information, Character use place information is acquired out of character use place information in character information corresponding to this associate

character, The character server according to claim 12 having the composition which performs processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[Claim 20]The character server comprising according to claim 12:

Said character server according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information out of character use place information in character information corresponding to this associate character, and was acquired by the inquiry to acquired character use place information based on associate character identification data registered into said character information.

Composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[Claim 21]As information about a character which is a character data controlling method which manages character data displayed to a communication terminal device, and was set as a character server corresponding to two or more users, A character data controlling method performing information-and-telecommunications control between communication terminal devices using a character which stored character information including information disclosure setup information over other characters, and was registered into said character server according to said information disclosure setup information.

[Claim 22]Further in said communication terminal device said character data controlling method, The character data controlling method according to claim 21 playing possible a game which made said downloaded character appear in a game which transmits a character registered into said character server to said communication terminal device, and a game server provides with it.

[Claim 23]In information disclosure setup information in character information stored in said character server. Including character use place information, this character use place information, A character including an address of a communication terminal device under use said character server, The character data controlling method according to claim 21 performing processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 24]In information disclosure setup information in character information stored in said character server. Including character use place information, this character use place information, A character including an address of a network game server under use said character server, The character data controlling method according to claim 21 performing

processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 25]In information disclosure setup information in character information stored in said character server. This open scope information including data which matched disclosure range information and indication place character information in character information including open scope information said character server, The character data controlling method according to claim 21 performing processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[Claim 26]In information disclosure setup information in character information stored in said character server. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, As opposed to other character or other character Manage User who registered character information into said character server for said character information, The character data controlling method according to claim 21 performing processing indicated according to character conditions registered into said associate character list.

[Claim 27]In information disclosure setup information in character information stored in said character server. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server processing of an outgoing message from other character or other character Manage User who registered character information into said character server, The character data controlling method according to claim 21 performing according to said message arrival setup information.

[Claim 28]The character data controlling method according to claim 21 said character server's performing authenticating processing to said communication terminal device, and performing data transmission to this communication terminal device on condition of attestation enactment.

[Claim 29]Said character server according to reception of a character situation Request to Send from said communication terminal device, Based on associate character identification data registered into said character information, Character use place information is acquired out of character use place information in character information corresponding to this associate character, The character data controlling method according to claim 21 performing processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[Claim 30]Said character server according to reception of a character situation Request to Send from said communication terminal device, Based on associate character identification

data registered into said character information, A character situation which acquired character use place information and acquired it by the inquiry to acquired character use place information out of character use place information in character information corresponding to this associate character, The character data controlling method according to claim 21 performing processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[Claim 31]According to address information of a game server which provides a participating game program of an associate character acquired from said character server, said communication terminal device, The character data controlling method according to claim 30 performing access to this game server and performing game participating processing of a self character acquired by download from said character server.

[Claim 32]On computer systems, are character data management processing which manages character data displayed to a communication terminal device a program made to execute, and said program, According to information disclosure setup information over other characters contained in character information which is information about a character which was registered into a character server and set up corresponding to two or more users, A program having a step which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server.

[Translation done.]

* NOTICES *

DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[Field of the Invention]This invention relates to an available character data managerial system, a character server, a character data controlling method, and a program in a game terminal, a cellular phone, a network communication terminal, etc. More particularly, it is that a game player holds its character to a server, The character can be made to appear in a game in common in two or more games, It is related with a character data managerial system with the processing constitution which notifies character information to other characters or character utilizing users, a character server, a character data controlling method, and a program.
[0002]
[Description of the Prior Art]In [if a RPG (Roll Playing Game) type network game is taken for an example in the conventional network game for example] the virtual world of the game, As said players having a dialog or fighting with both monsters, bilateral work can be performed, and the event in a game can be experienced. However, its character is used in several different games, [same] There is no system which plays a game, furthermore a game is enjoyed using its character in two or more games such, Over two or more of the games, to an associate's player The situation of one's character, For example, there is also no system which sends a message in the character which the system which teaches during a play of which game and a rest etc., or exhibits the attribute of a character does not have, and plays an active part over two or more games.
[0003]Now, in the message processing in the chat system using the Internet, the system which made it possible to check whether the associate has connected with a network is realized by registering an associate's handle. however, one chat which the purpose was restricted in this case for a chat's waiting and making it suit, and the also systematically specific service provider prepared -- it is necessary to use only an application.

[0004]

[Problem(s) to be Solved by the Invention]This invention builds the character system which can participate not only in one application or virtual space but in two or more different games and virtual space, and further by this system configuration. Characters straddle two or more games and virtual space, and they aim at providing the character data managerial system and character server which realize the system which can communicate, a character data controlling method, and a program.

[0005]This invention makes its character appear in several different games, or. It makes it possible to open [two or more] its character situation and a character attribute to an associate's player over a game, It aims at providing the character data managerial system which enables processing which sends a message, a character server, a character data controlling method, and a program in the character which plays an active part over two or more games.

[0006]This invention is holding a user's character to a character server, In two or more games and virtual space, it makes it possible to use its character (for example, character with three-dimensional information), It aims at providing the character data managerial system with which other games can also use the attribute which the character furthermore obtained on the game, and an item, a character server, a character data controlling method, and a program.

[0007]

[Means for Solving the Problem]The 1st side of this invention is a character data managerial system which manages character data displayed to a communication terminal device, A character server which stored character information which is information about a character set up corresponding to two or more users, Character information which has a communication terminal device which can download character information set up from said character server corresponding to each user, and is stored in said character server, Including information disclosure setup information over other characters, said character server, It is in a character data managerial system having the composition which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information.

[0008]A character data managerial system of this invention sets like 1 operative condition, and said character data managerial system, Have a game server which provides a excecutable game program in said communication terminal device, and said communication terminal device, While downloading a character registered into said character server to said communication terminal device, it has a game program executive operation means to make said downloaded character appear in a game which said game server provides, and to perform a game.

[0009]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. Including character use place information, this character use place information, Said character server has the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server including an address of a communication terminal device whose character is under use.

[0010]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. Including character use place information, this character use place information, A character including an address of a network game server under use said character server, It has the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[0011]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. This open scope information including data which matched disclosure range information and indication place character information in character information including open scope information said character server, It has the composition which performs processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[0012]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, It has the composition which performs processing which discloses said character information according to character conditions registered into said associate character list to other character or other character Manage User who registered character information into said character server.

[0013]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server has the composition which performs processing of an outgoing message from other character or other character Manage User who registered

character information into said character server according to said message arrival setup information.

[0014]It has the composition which a character data managerial system of this invention sets like 1 operative condition, and said character server performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on condition of attestation formation.

[0015]A character data managerial system of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, Character use place information is acquired out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[0016]A character data managerial system of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information and acquired it by the inquiry to acquired character use place information out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[0017]A character data managerial system of this invention sets like 1 operative condition, and said communication terminal device, According to address information of a game server which provides a participating game program of an associate character acquired from said character server, It has the composition which performs access to this game server and performs game participating processing of a self character acquired by download from said character server.

[0018]The 2nd side of this invention is a character server which manages character data displayed to a communication terminal device, Character information which has the database which stored character information which is information about a character set up corresponding to two or more users, and is stored in said database, A character server having the composition which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information including information disclosure setup information over other characters has.

[0019]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. Including character use place information, this character use place information, Said character server has the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server including an address of a communication terminal device whose character is under use.

[0020]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. Including character use place information, this character use place information, A character including an address of a network game server under use said character server, It has the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[0021]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. This open scope information including data which matched disclosure range information and indication place character information in character information including open scope information said character server, It has the composition which performs processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[0022]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, It has the composition which performs processing which discloses said character information according to character conditions registered into said associate character list to other character or other character Manage User who registered character information into said character server.

[0023]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server has the composition which performs processing of an outgoing message from other character or other character Manage User who registered character information into said character server according to said message arrival setup information.

[0024]It has the composition which a character server of this invention sets like 1 operative condition, and said character server performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on

condition of attestation formation.

[0025]A character server of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, Character use place information is acquired out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[0026]A character server of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information and acquired it by the inquiry to acquired character use place information out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[0027]As information about a character which the 3rd side of this invention is a character data controlling method which manages character data displayed to a communication terminal device, and was set as a character server corresponding to two or more users, Character information including information disclosure setup information over other characters is stored, and it is in a character data controlling method performing information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information.

[0028]A character data controlling method of this invention sets like 1 operative condition, and said character data controlling method, In said communication terminal device, a game which made said downloaded character appear in a game which transmits a character registered into said character server to said communication terminal device, and a game server provides with it is played possible.

[0029]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including character use place information, this character use place information, Said character server performs processing which indicates said address to other character or other character Manage User who registered character information into said character server including an address of a communication terminal device whose character is

under use.

[0030]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including character use place information, this character use place information, Said character server performs processing which indicates said address to other character or other character Manage User who registered character information into said character server including an address of a network game server whose character is under use.

[0031]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. This open scope information including data which matched disclosure range information and indication place character information in character information including open scope information said character server, Processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server is performed.

[0032]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, Processing which discloses said character information according to character conditions registered into said associate character list to other character or other character Manage User who registered character information into said character server is performed.

[0033]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server performs processing of an outgoing message from other character or other character Manage User who registered character information into said character server according to said message arrival setup information.

[0034]A character data controlling method of this invention sets like 1 operative condition, said character server performs authenticating processing to said communication terminal device, and data transmission to this communication terminal device is performed on condition of attestation enactment.

[0035]A character data controlling method of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said

character information according to reception of a character situation Request to Send from said communication terminal device, Character use place information is acquired out of character use place information in character information corresponding to this associate character, Processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send is performed.

[0036]A character data controlling method of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information and acquired it by the inquiry to acquired character use place information out of character use place information in character information corresponding to this associate character, Processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send is performed.

[0037]A character data controlling method of this invention sets like 1 operative condition, and said communication terminal device, According to address information of a game server which provides a participating game program of an associate character acquired from said character server, Access to this game server is performed and game participating processing of a self character acquired by download from said character server is performed.

[0038]The 4th side of this invention is a program which makes character data management processing which manages character data displayed to a communication terminal device perform on computer systems, According to information disclosure setup information over other characters contained in character information which is information about a character which said program was registered into a character server and set up corresponding to two or more users, It is in a program having a step which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server.

[0039]A program of this invention receives a general purpose computer system which can execute various program codes, for example, It is stored in storages, such as a medium provided in a computer-readable form, for example, CD, DVD, FD, MO, and is a program [provide / it / and] which can be provided with transmission media, such as a network, etc.

[0040]Such a program can demonstrate a collaboration operation on a system, and can obtain the same operation effect as other sides of this invention while it prescribes execution of a various function which a system has based on reading of a program under processor control.

[0041]The purpose, the feature, and an advantage of further others of this invention will become clear [rather than] by detailed explanation based on an example and a drawing to

attach of this invention mentioned later. In this specification, a system is the logical set composition of two or more devices, and it does not restrict to what has a device of each composition in the same case.

[0042]

[Embodiment of the Invention][System outline] The example of composition of the character data managerial system of this invention is shown in drawing 1. The user who plays various games accesses the network game server 101, Various games provided from the network game server 101, It performs using network personal digital assistant 115 grades, such as the communication terminal device 110 111 which has a communication function, for example, a home video game machine, the arcade game machine 112, the handheld game machine 113, the network computer 114, and a cellular phone.

[0043]A user accesses the character server 102 from a communication terminal device, and acquires the character made to appear in various games provided from the network game server 101. There is personal character information storage which stored the character information which each user registered beforehand in the character server 102, The user who is going to download character information (for example, three-dimensional character information) from the acquisition 102, i.e., a character server, to the communication terminal device 110 a character, After performing user authentication by the authenticating processing mentioned later, a character is acquirable from the character server 102.

[0044]A user makes it appear in various games provided with the character acquired from the character server 102 from the network game server 101. For example, if a game is a fighting game, it fights with other users' character, or if a game is a car race, a race with the car which other users' character drives will be performed.

[0045]Thus, the user can make the same character appear in various games. For example, by a certain game program, when the character which appeared in the game performs a game, processing etc. to which the capability value matched with the character, an attribute, etc. are changed are performed. In such a case, change of the capability value matched with the character, an attribute, etc. is saved as character attendant information, After a game end, when returning namely, uploading a self registration character from the communication terminal device 110 to the character server 102, with a character (for example, three-dimensional information), a capability value, an attribute, etc. are uploaded and are saved to the character server 102. Next, when downloading a self registration character to the character server 102, it becomes a character which has the updated capability value, an attribute, etc.

[0046]As character information registered into the character server 102, there is security information of hysteresis information, such as social information, such as item information of attribution information, such as three-dimensional information including the shape of a character, a color, etc. and the characteristic, clothes, etc. and a name, and utilization time, a

password, etc. The latter part explains these.

[0047]Information disclosure setup information, such as character use place information, open scope information, an associate character list, and message arrival setup information, is included in the character information registered into the character server 102. The latter part also explains these.

[0048][System configuration] The example of network system composition is shown in drawing 2. The network game servers 201 and 202,203 are servers which distribute a game with various each. Various games which a game distribution service provider or other offer-of-information entities provide with these the charge or for nothing are contained.

[0049]Each user who has the game machine 211,241 accesses the network game servers 201, 202, and 203 via the various networks of a cable and radio. The game machines 211 and 241 have the game program executive operation part 223 which has the interface part 221 as a function which performs data-transmission-and-reception processing through a network, and the data transmission and reception part 222, and has further CPU etc. which perform executive operation of a game. The input devices 225, such as the picture display part 2224 which displays a game content etc., and a controller which performs the various inputs to a game, have the connectable composition constituted or unified to a game machine. The example of concrete composition of the game machine 211,241 is shown in drawing 3.

[0050]Have a game machine and CPU(Central Processing Unit) 301 CPU301, Via the bus 311, the input/output interface 312 is connected and CPU301, If instructions are inputted via the input/output interface 312 by operation of the input parts 306, such as input devices, such as a controller, or a keyboard, and a mouse, According to it, the program stored in the memory means of ROM(Read Only Memory) 302 and hard disk 304 grade is executed.

[0051]A program which CPU301 was transmitted from the satellite or the network, was received in the communications department 307, and was installed on the hard disk 304, Or it is also possible to load the program which was read from the removable recording medium 309 with which the drive 308 was equipped, and was installed on the hard disk 304 to RAM (Random Access Memory) 303, and to execute it.

[0052]Thereby, CPU301 performs executive operation of various game programs. CPU301 via the input/output interface 312 if needed, The output process to the outputting part 305 which comprises LCD (Liquid CryStal Display), a loudspeaker, etc. or transmitting processing from the communications department 307, and recording processing [further as opposed to the hard disk 304] are performed.

[0053]It returns to drawing 2 and the explanation about network system composition is continued. The user who has the game machine 211,241 accesses the network game servers 201, 202, and 203, performs processing of downloading a required game program, and makes possible program execution within the game machine 211,241. The character server 230 is

accessed, and the character made to appear in a game is acquired namely, downloaded.

[0054]The interface part 231 in which the character server 230 performs the communications processing through a network, the user authentication part 232 which performs a user's authenticating processing, the data storage of character information, It has the storage parts store 234 as a database which stored the data control parts 233 which perform processing of extraction etc., character information, User Information, etc. The character server's 230 example of concrete composition is shown in drawing 4.

[0055]The character server 230 has CPU(Central Processing Unit) 401, and CPU401, Via the bus 411, the input/output interface 412 is connected and CPU401, If the instructions received from the input part 406 or the communications department 407 are inputted via the input/output interface 412, according to it, the program stored in the memory means of ROM(Read Only Memory) 402 and hard disk 404 grade will be executed.

[0056]CPU401 performs authenticating processing by the command from a user's game machine via a network, and performs character information extraction, storing, an update process, etc., for example. CPU401 performs various character management processings. CPU401 via the input/output interface 412 if needed, The output process to the outputting part 405 which comprises LCD (Liquid CryStalDisplay) etc. or transmitting processing from the communications department 407, and recording processing [further as opposed to the hard disk 404] are performed.

[0057][A character and character server stored information] The example of information composition stored in a character server is shown in drawing 5. The character information 501 and the customer (user) information 502 are stored in a character server at least.

[0058]User Information 502 is information about the user who registered the character into the character server, and a name, an address, settlement information, an E-mail address, user ID, etc. are registered. User ID still more nearly required for user authentication, a password, etc. are stored. The user authentication processing which uses required user ID and a password is mentioned later.

[0059]Character information 501 field has a message folder which stores the message which has a storing region of a user's character information, and was distributed to each character. The example of information storing region composition of the characters 1 and 2 is shown in drawing 5.

[0060]As shown in a figure, information disclosure setup information, such as character use place information, open scope information, an associate character list, and message arrival setup information, is included in character information, and three-dimensional information, attribution information, item information, social information, hysteresis information, and security information are further included in it.

[0061](the kind and preparation method of a character) There is the following as data which

can be registered as a character.

1. Point out the character which enacts instead of [of a player] as a role on the character game as your other self. [who is a game player] The character which is its other self can consider the character which bodily features and a fashion sense resembled with the person himself/herself first of all. However, the character from which sex and bodily features differ may also be considered, and not human being but an animal, an overhead, and the living thing (monster) of imagination may be sufficient.

[0062]2. Point out the character which is not the player itself as a role on a pet character game. For example, the horse etc. which appear in the monster which offers to the other self character of a player by a role playing game, or a horse race game can be considered.

[0063]Each user may create each of these user individuals' character, or it may be provided by the provider. the way a user acquires a character -- a server access terminal (a game machine and a computer terminal.) Access a character server from a network personal digital assistant, and it chooses from the character which the character server employment person prepared beforehand, After a user edits the method of acquiring one's character, and the character beforehand prepared in said server access terminal, The method of uploading to a character server, and the method of uploading the character which the user individual created by the character editor, Or various techniques, such as the method of generating and uploading a character based on the three-dimensional body information (shape, texture) photoed with 2D picture photoed with the camera or the three-dimensional digitizer, are applicable.

[0064]1. It becomes possible to demonstrate the originality of a character at the character which is its other self by attaching an item peculiar to oneself to the body at the item attached to the body. [established character] Of course, originality can be further given to a character by eyes, a nose, a mouth, etc. being chosen from a parts list, and being edited, being able to choose a hairstyle, or adjusting the length and height of hand and foot based on the character prepared at this time.

[0065]2. Create your character using the tool which can create the character of the image editing tool of creation existing, 3DCG software, etc. by a character editor.

[0066]3. Creation, for example, a three-dimensional digitizer, can be used for a character based on personal data, the individual three-dimensional configuration information and texture information of the body can be acquired, a character can be created based on the information, and the character provided with individual bodily features can be generated and used. It is useful to distinguish a friend's player in the game of an a lot of people participatory type by making individual bodily features reflect in a character, or useful for deepening the empathy to a character.

[0067]Next, the information stored in a character server is explained.

(Three-dimensional information) Three-dimensional information is stored when the character is

generated as three-dimensional data, and it has a texture as information, including three-dimension shape data, a surface color, a pattern, etc., construction material information, etc. the data configuration of three-dimensional information data is shown in drawing 6 -- as -- each part of a character, for example, a head, the body, eyes, an arm, etc. -- it is alike, becomes a layered structure and has diffusion of the texture as information, including three-dimension shape data, a surface color, a pattern, etc., and construction material information, for example, light, reflection, refraction information, etc. for every part.

[0068](Attribute) As attribution information, the information about the "characteristic", "capability" and a "capability value", a "motion", etc. which a character has is included. For example, the "characteristics" is attributes peculiar to the character, such as sex and age of a character, a date of birth, a hobby, and favorite food. As "capability" described the parameter of this "characteristic" by carrying into a game, it is possible to make game deployment change.

[0069]"Capability" and a "capability value" are used as follows. A certain player plays the boxing game of A company using its character, and "boxing capability" is added to a character and presupposes that the "boxing level" turned into the level 50. Then, when the different-species fighting game of B company is played in the same character, the character becomes possible [the method of pleasure that the work of the boxing which it cannot usually let out in the game can be used now, or there is change of game deployment that it can meet with the waging-war character which cannot usually meet].

[0070]A "motion" refers to operation patterns, such as how to laugh at a character, and how to walk, it is registering operations, such as a method of the laughter with the player beforehand appropriate for [laughter] oneself, and a victory pose, and this motion can be used in a game. This attribute is useful to include the individuality in character with itself in a character.

[0071]The example of a data configuration of the attribution information stored in a character server is shown in drawing 7. as the "characteristic" contained in an attribute -- as "capability", such as sex, age, a date of birth, a hobby, and favorite food, and a "capability value" -- various eye exceptions, for example, soccer, baseball, boxing, and a car race -- hanging -- etc. -- the ability data set up by corresponding is stored. For example, if it is soccer, it is stored as data which can compare capability values, such as tenacity, instantaneous power, and a dribble. As a "motion", the characteristic operation data of characters, such as how to walk, a victory pose, and how to laugh, is stored.

[0072](Item) An item is the information on the wearing article of a character or the house which a character owns, a car, etc. The example of a data configuration of the item information stored in a character server is shown in drawing 8. As item information over the head of a character, wearing information, including a hat, glasses, a pierced earring, headphone, etc., is stored, and wearing information, including a T-shirt, a coat, a jumper, etc., is stored as item

information over a drum section. For example, supposing it has two or more jumpers, some put-on jumpers can be chosen one. In addition, the information on the house which a character owns, a car, etc. is also stored. In an item, the currency on the network which can be used for music, the immaterial digital contents like an image, dealing of an item like local money, etc. can also be assumed.

[0073](Social information) Social information refers to the international information which characters, such as an e-mail address and URL of a homepage, or a user has. These information is used for communication between characters and between players. The example of a data configuration of the item information stored in a character server is shown in drawing 9 (a). [0074](hysteresis information) As hysteresis information, dealing histories in a game, such as a utilization history of a character and dealing of an item, etc. can be considered. A utilization history points out information like the played game title, time of onset, and end time. The dealing history dealt in what by how much when, or records ? where. Dealing, a barter, etc. by the local money by which dealing here is accepted in the community in a game or two or more games of one and on a certain network in addition to dealing in the currency of the real world are considered. The example of a data configuration of the item information stored in a character server is shown in drawing 9 (b). [0075](Security information) Security information is information for attesting at the time of read-out of the character information on a server, and the beginning, and points out user ID, a password, fingerprint information, etc., for example. Usually, these information is enciphered and saved when kept on a server.

[0076](Character use place information) Character use place information is information on where the character is used now. The example of a data configuration is shown in drawing 10. The network address of the network game server which provides character use place information with the game as a use place of a character, The information of a game identifier (ID), the name of KEMU, a game maker, etc. is stored in the network address of the game machine which a user's character uses, and a pan as game information.

[0077]Although the column of "open scope information" explains these information, The user B with a specific character which other users can set to an enabled inspection, for example, the user A has, and another character [liking to be pitched against each other] becomes possible [searching for in which game the character which the user A has has participated now].

[0078](Open scope information) Open scope information is information which set up which range the information on would be released to other character or other character Manage User who registered the information on a character into which character, and to whom it registered character information into the character server. The example of a data configuration is shown in drawing 11. In the example of composition of drawing 11, open scope information is set up for every specific character group in the information disclosure range. The information on each character becomes possible [opening to the public to the character beforehand allowed

permission]. In the example of drawing 11, the information of "the game name under play" and a "game situation" is registered, and the character currently exhibited in the information on the "information Gp1" is considered as a "permission character list", and it has it in "information Gp1" for every information Gp. Each "character ID" and the "character Gp" can be specified as a "permission character list."

[0079]"The character Gp" is a group of the character registered into the character server, and even if it does not specify each character by gathering by an associate and building the character Gp, it can open information to an associate's character. For example, the character B which the character A which the user A has, and the user B have belongs to the same group, When it is registered as the character group S and set up as a group of the permission character list corresponding to the information Gp on drawing 11, The inspection of both sides is attained in "the game name under play" and the "game situation" as "information Gp1" about the character B which the character A which the user A has, and the user B have.

[0080]A group may be set up by performing a level division of several steps or an information group by the intimate associate and the associate who is not so intimate, and making a user choose it by a character server's service entrepreneur side.

[0081](Associate character list) An associate character list is a list corresponding to other character or other character Manage User who registered into the character server the character of the associate who releases information, i.e., character information. The example of a data configuration is shown in drawing 12. An associate character list is the data which considered as the list the character by which associate registration was carried out to the specific character, and registered the name of an associate character, and the kind of public information. A "new registration flag" is set as ON, when it is the newly registered associate character. The latter part explains the processing in this setting out.

[0082](Message arrival setting out) Message arrival setting out stores the mail arrival permission setup information of a message. For example, the arrival of a message is restricted at specific time, or mail arrival permission setting out of the message according to other character or other character Manage User who registered the transmitting agency character, i.e., character information, into the character server is performed. The example of a data configuration is shown in drawing 13. As message arrival setup information, setting out of a call-blocking character is possible as "message reception propriety" and also the mail arrival permission mode of whether to accept reception of a message. Setting out of the mail arrival allowable period of a message, etc. are still more possible.

[0083][Download of character information] Various processings performed in the character data managerial system of this invention are explained hereafter. First, the processing in which communication terminal devices, such as a game machine machine, a cellular phone, and PC, download a registration character from a character server is explained, referring to the flow

chart of drawing 2 and drawing 14.

[0084]If the character on the character server 230 is a user who is an owner, it can be downloaded and used for the game machine 211 from a server. This work is usually done at the time of the start of a game.

[0085]In Step S101, a user's communication terminal (game machine 211) accesses the character server 230 via the interface part 221. . The character server 230 asks a user for the input of security information (S102). Since a user displays on the communication terminal device of game machine 211 grade the list of his characters owned on the character server 230, he needs to, report that he is a regular user to a server first of all. For this reason, authenticating processing is performed. The information needed for this authenticating processing is security information.

[0086]The example of authenticating processing is shown in drawing 15. Drawing 15 (a) is a processing sequence attested with user ID and a password, and drawing 15 (b) is *************** which attests using information peculiar to individuals, such as a fingerprint. Processing of drawing 15 (a) is processing which performs input (S211) of user ID, password input (S212), and data encryption (S213), and transmits these encryption data to the character server 230. Processing of drawing 15 (b) is processing which the input (S221) of user ID, password input (S222), and a fingerprint input (S223), performs data encryption (S224), and transmits these encryption data to the character server 230.

[0087]The enciphered security information is saved in the memory in the data transmission and reception part 222 of a terminal to suitable timing, such as turning OFF the power supply of a game machine, if games are the time of an end, and a home video game, for example. Through the interface part 221 of a terminal, the security information and the character list request which were enciphered are a network course, and are transmitted to the character server 230.

[0088]Memory cards, such as a magnetic card which stored identification data peculiar to a user beforehand instead of the input of the above-mentioned password etc., An IC card is distributed to a user, a user may make card stored data read into a game machine, processing which transmits this to the character server 230 may be performed, and this information may be used for authenticating processing.

[0089]It returns to drawing 14 and explanation is continued. When information besides ID required for attestation is transmitted from a user's communication terminal device (game machine 211), in Step S103 the character server's 230 user authentication part 232, Decode encryption data, acquire User Information (drawing 5, 502 references) stored in the storage parts store 234 via the data control parts 233, perform collation processing with the acquired registered user information, and if it is the collation O.K., The attestation O.K. is transmitted to a user's terminal (game machine 211) via the interface part 231. In the case of collation failure,

an error message is transmitted, and the input of authentication data is again urged to it.

[0090]In [authenticating processing is set to enabled maximum Nmax time execution and] Step S121, the number of times of authenticating processing should count (N=N+1), and the comparison (S122) with the maximum (Nmax) should do -- when the maximum (Nmax) is reached, there is possibility of unlawful access, protection processing (S213) which does not accept the input of the further password etc. is performed, and processing is ended.

[0091]When it is the attestation O.K., the user authentication part 232 acquires a character list via the data control parts 233, in Step S105, to a user's terminal (game machine 211), a character list is transmitted and a terminal unit displays a reception list on the displaying means of a terminal. the identifier (ID) of the character which the user chose the character to use from the displayed character list (S106), and was chosen, and the security information over a selection character -- required information, such as item information, is further transmitted to the character server 230.

[0092]The character server 230 performs authenticating processing to the security information over a selection character in the user authentication part 232. In Step S103 and S104, although it is the authenticating processing to a user, Step S108 is attestation which distinguishes whether use of character each is permitted, and input of the password etc. which are contained in the security information in the character information shown in drawing 5, collation, etc. are performed.

[0093]In [also in this attestation, authenticating processing as well as the above-mentioned user authentication is set to enabled maximum Nmax time execution, and] Step S121, the number of times of authenticating processing should count (N=N+1), and the comparison (S122) with the maximum (Nmax) should do -- when the maximum (Nmax) is reached, there is possibility of unlawful access, protection processing (S213) which does not accept the input of the further password etc. is performed, and processing is ended.

[0094]When attestation is materialized, the character server 230 transmits selection character information to a user's terminal (game machine 211), and a user terminal (game machine 211) receives character information (S109).

[0095]The user terminal (game machine 211) which received character information, In the game program executive operation part 223, perform a character information conversion process and The shape of a character, A texture and construction material are changed into what suited other characters and objects of the expression ability of a game machine, or a game, and it uses as a character in the game performed in the game program executive operation part 223.

[0096]A character information conversion process is processing which changes the shape of a character, a texture, and construction material into what suited other characters and objects of the expression ability of a game machine, or a game. It will be necessary to change the

character, the shape of an item, the texture, and construction material in the character server 230 by the quality of expression in the expression ability of the game machine itself, or the world in a game.

[0097]A character information conversion process is processing which changes the information on a character so that a character can be used for compatibility to the game of various game machines and many. for example, a highly efficient arcade game machine -- low -- the number of polygons, the texture quality, and the construction material parameter which can be used for expression of a character or an item differ from each other greatly with a performance portable game machine. As a method of solving it, the three-dimensional information on a quality character or an item (shape, a texture, construction material) is stored in the server, and a character information conversion process is performed within a game machine using this information.

[0098]Conversion of shape is explained. In 3D game, a three-dimensional object is generally expressed by a polygon model. Therefore, it is very effective to make a character and the number of polygons of an item reduce with the kind and game machine of a game. In order to perform this polygon reduction effectively, it is realizable by using the method currently indicated by "the approximation-ized method, information processor, and medium (Japanese Patent Application No. 11-145471) of formed data", for example.

[0099]About a texture, since a texture with it may be unable to be mapped depending on a game machine, it will be necessary to make texture size small. [a very small VRAM field and] [big] As the method, the low resolution-ized art of the picture in the technique of a MIPPU map can be used, for example. reference: -- Lance Williams work "Pyramidal Prametrics" (SIGGRAPH1983 Proceedings) -- again objective construction material in the world of CG. Generally it is expressed by material parameters, such as Diffusion (diffusion), Specular (catoptric light), and Refraction (refraction), and these parameters are changed.

[0100]Use place information registration processing is performed in Step S111. Use place information registration processing is processing which notifies the character server 230 of the character use place information registered as each character information of the character server 230 which explained using above-mentioned drawing 10, and registers it from a user's terminal (game machine 211).

[0101]The detailed process flow of use place information registration processing is shown in drawing 16. First, in Step S231 user terminals, such as a game machine, On character ID corresponding to the character acquired from the character server 230, and the game use place information and concrete target which make the character appear. To the network address of the network game server shown in the data configuration of previous drawing 10, the network address of the game machine which a user's character uses, and a pan, as game information, The information of a game identifier (ID), the name of KEMU, a game maker, etc.

is transmitted to the character server 230.

[0102]If the character server 230 receives character ID and game use place information from a user terminal (game machine 211), After updating the game use place information in the character information corresponding to character ID and completing an update process, an updating terminating notice is transmitted to the game machine 211 (S232), a game machine receives an updating terminating notice (S233), and use place information registration processing is completed.

[0103]Thus, it is registered into the character server 230 by the newest character use place information during use of a character, and other users who can peruse the information, By accessing the character server 230, the character becomes possible [specifying the game which has participated now], for example, processing of other users making another character enter the same game etc. is attained.

[0104][Upload of character information] Next, the processing which returns character information to the character server 230 from a user's terminal, i.e., upload processing of character information, is explained. Usually, this work is done at the game middle or the time of a game end. Upload processing of this character information is explained using the flow of drawing 2 and drawing 17.

[0105]The game program executive operation part 223 in the game machine 211 as a user terminal The game middle, In updating and adding the character information on the character servers 230, such as renewal of a capability value, at the time of a game end, it sends the parameter value after information-item ID and change which are changed into a game transmission and reception section to the data transmission and reception part 222. Then, the data transmission and reception part 222 transmits the parameter value after information-item ID and change which are changed into the character server 230 via the interface part 221 with the enciphered security information which has been beforehand saved at the time of character download (S311).

[0106]In the character server 230 side, through the interface part 231, security information and an update request are received, and the user authentication part 232 requires read-out of a user's security information registered into the storage parts store to the data control parts 233, and receives. The user authentication part 232 is decoding and comparing the code of these security information, and completes attestation.

[0107]In [also in this attestation, authenticating processing as well as the above-mentioned attestation is set to enabled maximum Nmax time execution, and] Step S315, the number of times of authenticating processing should count (N=N+1), and the comparison (S316) with the maximum (Nmax) should do -- when the maximum (Nmax) is reached, there is possibility of unlawful access, protection processing (S317) of not accepting the input of the further password etc. is performed, and processing is ended.

[0108]When attestation is O.K. (it is Yes at S312), the data control parts 233 receive the update request of character information from the user authentication part 232, and perform an update process (S313).

[0109]In Step S314, the character server 230 updates the character use place information (refer to drawing 10) included in the character information on the character server 230. In this case, besides "the network address of a network game server", and "the network address of a game machine", All of "game ID", a "game name", and a "game maker name" are rewritten to NULL as "game information", or the character prepares the flag of the kana no which is among a game play into character use place information, and processing which turns on or turns off the flag is performed.

[0110]If a game is the time of an end, or a home video game, the enciphered security information which was saved to suitable timing, such as turning OFF the power supply of the game machine 211, at the data transmission and reception part 222 will be eliminated.

[0111][State notification processing of a character] Next, state notification processing of a character is explained according to the process flow of drawing 18, while an example is shown. The user B explains as an example the process in which the character A of user A possession gets to know whether it is under [play] ****** for which game by state notification processing that the user B uses the character B.

[0112]The character A assumes that the permission which notifies its situation is beforehand given to the character B. In the open scope information explained using above-mentioned drawing 11, this permission setting out is performed by the processing which the group who contains the character B or the character B in the permission character list of the open scope information of the character A sets up. The details of open delimitation processing are further explained in the following paragraph "delimitation of the information disclosure of a character."

[0113]Although the user B is a user who participates in a game using the character B, it becomes the following flows in order to know the situation of the character A. It explains according to the process flow of drawing 18. The user B explains assuming that processing which gets to know the situation of the character A using the game machine 241 of drawing 2 is performed.

[0114]The character containing the character A is registered into the above-mentioned associate character list (refer to drawing 12) as an associate character of the character B here, The user B who has the character B explains as what performs processing which acquires the situations of all the associate characters containing the character A. As mentioned above, an associate character list is a list of characters of the associate who releases information.

[0115](1) With the game machine (B) 241, the user B performs a security information input process. The input process of security information is the same method, for example, inputs user ID, a password, a fingerprint, etc. as having explained using previous drawing 15. As one

method, character ID and the password which he uses for the game program executive operation part 253 are entered via the input device 255 of the game machine (B) 241. The example of an input screen is shown in Screen 1 of drawing 19.

[0116](2) The game program executive operation part 253 of the game machine (B) 241, The security information (character ID, password) of the character B inputted by (1) is received from the input device 255, and the state notification demand of the security information and associate character is told to the data transmission and reception part 252.

[0117](3) The data transmission and reception part 252 enciphers the security information (character ID, password) of the character B, and changes the state notification demand of an associate character into the demand command to a character server, With the enciphered security information, it transmits to the character server 230 through the interface part 251 of the game machine (B) 241 (drawing 18, S401).

[0118](4) After the character server's 230 user authentication part 232 receives security information and performs decryption processing (S402) via the interface part 231 in the character server 230, it performs user authentication (S403) using the decoded security information.

[0119](5) If user authentication is O.K., the character server's 230 data control parts 233, It checks that receive the state notification demand command of an associate character, obtain ID of the associate character which the character B has from the storage parts store 234, and the character B is further contained in "the permission character list of [in "public information" of each associate character]" from the storage parts store 234 (S405). When attestation is abortive, authentication error processing is performed. That is, the user B is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted.

[0120](6) In the attestation O.K., the character server's 230 data control parts 233, The open scope information (refer to drawing 11) of the character information of the associate character registered into the associate character list included in the character information of the character B is acquired, Collation of whether the group who contains the character B or the character B in the permission character list in the open scope information of the character information of each associate character is set up is performed (S405).

[0121]The character server's 230 data control parts 233, About the associate character which is performing setting out for which collation opens a "character situation" only to the associate character B of O.K., i.e., a character. "Character ID" and a "character situation Request to Send" of an associate character are sent to each network game server 201,202,203 under play of each associate character and others (S406). The address of each network game server under play of each associate character and others is acquired from the character use place information (refer to drawing 10) in the character information of each associate character.

[0122](7) The network game server 201,202,203 transmits a "character situation" to the character server 230 to the character situation Request to Send from the character server 230 (S407).

[0123](8) Via the interface part 231, the character server's 230 data control parts 233 receive a "character situation", and acquire "character ID" and the "character situation" corresponding to it from the network game server 201,202,203 (S408).

[0124](9) The character server's 230 data control parts 233 obtain the "character name" corresponding to "character ID" from the storage parts store 234 (S409).

[0125](10) The character server's 230 data control parts 233, Match "the situation of each associate character" received from stored an "associate character list" (character ID and a character name are included) and the network game server 201,202,203 in the character information of the character B, and via the interface part 231, It transmits to the game machine (B) 241 (S410).

[0126](11) Via the interface part 251 of the game machine (B) 241, the data transmission and reception part 252 of the game machine (B) 241 receives an "associate character list" and "the situation of each associate character", and passes them to the game program executive operation part 253 (S411).

[0127](12) The game program executive operation part 253 displays an "associate character list" and "the situation of each associate character" via the picture display part 254 (S412). When the name of the character A considers it as "Linda" in this in Screen 2 of drawing 19, as for a situation, it turns out that it is "playing a match against a monster in the woods of OO" in a play about "network RPG (A)."

[0128]Although the system which can use the character which each user (player) holds also for the local game enjoyed with a network game, a home video game machine, etc. is realized in the system of this invention, In such environment, it is the big desire for each player to get to know in which game an associate's character has participated now or in what kind of situation it is. For example, the characters which are an associate of the same party in a role playing game and a partner of a versus fighting game are in which game it having participated now, and acquiring the information whether it having participated in any game.

[0129]If the situation (is it possible receiving under a play of which game of an associate's character and a message or not?) of an associate's character is known, the message according to the situation can be sent to the character. The message realized here can be ******(ed) in the character under play, and it is also possible to save the received message at the message box of a character, and to check later. Message transmission processing is mentioned later.

[0130]By using together the character state notification mentioned above and the message transmission mentioned later, He appeals for the intervention to the game which has

participated now, waiting by a network game is carried out, or communications of encouraging the character under play can be exchanged.

[0131][Information disclosure delimitation processing of a character] Next, the setting processing of the open scope information in character information is explained. About each character, the user (player) of a character can set up of which range a character is told about the situation of its character, and the range and group of a character who open to the public can be specified.

[0132]Each character has open scope information in the character information of the character server of drawing 3 which explained previously. "Open scope information" has the "permission character list" which permits public presentation for every information to exhibit or every information group to exhibit, as previously explained using drawing 11. Based on this open scope information, the information on each character becomes possible [opening to the public to the character beforehand allowed permission]. The information group can have two or more groups like information Gp1 and information Gp2. It is good also as group setting by performing a level division of several steps or an information group by the intimate associate and the associate who is not so intimate, and making a user choose it by a character server's service entrepreneur side.

[0133]In the example of drawing 11, the information of "the game name under play" and a "game situation" is registered, and the character currently exhibited in the information on the "information Gp1" is considered as a "character list", and it has it in "information Gp1" for every information Gp. Each "character ID" and the "character Gp" can be specified as a "character list." "The character Gp" is a group of the character registered into the character server, and since it can open information to an associate's character even if it does not specify each character by gathering by an associate and building the character Gp, it is convenient.

[0134]A flow in case the user B using the character B gives the permission which releases information to the character A is explained according to the process flow of drawing 20. Here, the user B using the character B explains the processing which gives the permission which releases information to the character A by [state notification processing of a character] of the preceding clause from the state which acquired the information on Screen 2 of drawing 19.

[0135](1) In Screen 2 of drawing 19, the user B chooses the button of "information disclosure" via the input device 255 of the game machine (B) 241.

[0136](2) The game program executive operation part 253 of the game machine (B) 241 displays "the registration picture of information disclosure" shown in drawing 21 (Screen 1) on the picture display part 254 (drawing 20, S501).

[0137](3) The user B inputs "character ID" of the character A which releases its information, and the kind ("information group") of information to release via the input device 255 of the game machine (B) 241 (S502), and the game program executive operation part 253 tells him

to the data transmission and reception part 252.

[0138](4) The data transmission and reception part 252 already, In the registry request of the security information (character ID, password) as which the character B inputted by [state notification processing of a character] of the preceding clause was enciphered, and an associate character and character ID of an associate character, and the kind (information group) of information to release, both, It transmits to the character server 230 via the interface part 251 (S503).

[0139]Here, character ID of the character made into an associate can consider the method of exchanging and acquiring information in the conversation in a game beforehand. As a better method, when characters are in a game in the same virtual space, it is also possible to perform registration of the information which specifies and exhibits the partner who does information disclosure to the character server 230.

[0140](5) After the character server's 230 user authentication part 232 receives security information and performs decryption processing (S504) via the interface part 231 in the character server 230, it performs user authentication (S505) using the decoded security information. When attestation is abortive, authentication error processing is performed. That is, the user B is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted.

[0141](6) If user authentication is O.K., the character server's 230 data control parts 232, The registry request command of an associate character is received and the character A is registered into a "permission character" to an information group with a demand of character ID registered into "the open scope information" (refer to drawing 11) of the character B in the storage parts store 234 (S507).

[0142](7) The character server's 230 data control parts 232, The "new registration flag" of the "associate character list" (refer to drawing 12) of associate characters (character A) of a public presentation place is set as ON, and it is set as ON about the kind of information to which public presentation was permitted from the character B at "the kind of public information."

[0143]When the character A connects with a character server next time, ON setting processing of this "new registration flag", It is for making it possible to report that information disclosure permission was obtained from the character B to the user of the character A, to check that the user of the character A adds the character B to his own "associate character list", and to register the character B as an associate character simply.

[0144](8) Next, the character server's 230 data control parts 232, The "information group" which shows "character ID" and "the name of a character" which are "a notice of registration completion" and the registered information, and the kind of information to release is transmitted to the game machine (B) 241 via the interface part 231 (S509).

[0145](9) Via the interface part 251 of the game machine (B) 241, the data transmission and reception part 252 of the game machine (B) 241 receives "character ID", and "the name of a character" and an "information group", and passes them to the game program executive operation part 253 (S510).

[0146](10) The game program executive operation part 253 of the game machine (B) 241 displays "character ID", "the name of a character", and the "information group" which were registered via the picture display part 254 (S511), and tells the user B about completion of registration. For example, the display shown in Screen 2 of drawing 21 is displayed on the picture display part 254 of the game machine (B) 241.

[0147][Message handling] Next, the message handling between characters is explained. In the composition of this invention, it participates in the game from which characters differ, for example, for example, the fighting game which the network game server 201 which the character A shows to drawing 2 provides, Even if it is a case as the character B has participated in the racing game which the network game server 203 shown in drawing 2 provides, it is possible to send a message mutually. As a transmission path of this message, it becomes a user's communication terminal (game machine) -> character server -> network game server (or game machine).

[0148]If a message is created and it transmits with a game machine, the message will specifically be sent to a character server, After an addresser's (character) attestation is performed by the character server, the network game server (or game machine) of character ID of a transmission destination to a transmission destination is deduced from a database, and a message is transmitted to a transmission destination. It will check that the network game server or game machine of a transmission destination is the message from a character (it is in confidential relation) server registered beforehand, and it will be sent to the character of a transmission destination.

[0149]According to the process flow of drawing 22, it explains by making into an example the case where the user B who is performing the game using the character B transmits a message to the character A. Screen 2 of drawing 19 which the user B who is performing the game using the character B explained by [state notification processing of a character] of the preceding clause is acquired, and it explains as that to which the user B transmits a message to the character A. The character A uses that a racing game is under play with a network game server.

[0150](1) In Screen 2 of drawing 19, the user B chooses "message transmission" button via the input device 255 of a game machine (B), and (drawing 2 and 241).

[0151](2) The game program executive operation part 253 of the game machine (B) 241 displays a "message preparing screen" as shown in drawing 24 (a) at the picture display part 254 (drawing 22, S601).

[0152](3) The user B from the input device 255 of the game machine (B) 241. "A character input part (virtual keyboard part)" of the picture display part 254 is used, Inputting the message to the character A, the game program executive operation part 253 judges which character the input from the "input part" was interpreted, and was inputted, and displays the message inputted into the "creation message indicator part" of the picture display part 254. When the input device 255 is equipped with the character input function, a character input may be performed via the input device 255, for example, as long as a keyboard is connectable, it may be performed via a keyboard. If a character input is possible for a user's communication terminal like a cellular phone, the character input function will be used.

[0153](4) When a message input is completed and the user B pushes a "transmitting" button via the input device 255 (S602), the data transmission and reception part 2246 of the game machine (B) 241, "Character ID" and the "message body" of the character A of security information (character ID, password) and a transmission destination as which the character B inputted by [state notification processing of a character] of the preceding clause was enciphered, It transmits to the character server 230 via the interface part 251 (S603).

[0154](5) After the character server's 230 user authentication part 232 receives security information and performs decryption processing via the interface part 231 in the character server 230, it performs user authentication using the decoded security information. When attestation is abortive, authentication error processing is performed. That is, the user B is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted.

[0155](6) If user authentication is O.K., the character server's 230 data control parts 233 will search the storage parts store 234 from the information on "character ID" of the message transmission point, and will acquire the "character use place information" on the character A of a transmission destination. The "character use place information" on the character A is included in the character use place information (refer to drawing 10) in the character information of the character A.

[0156](7) Next, the character server's 230 data control parts 233, The message arrival setup information (refer to drawing 13) included in the character information of the character A is acquired (S607), and "mail arrival permission" of the character A judges whether it is "good" to the character B of a transmitting agency (S608). If setting out is "good", a "receiving date", a "message body", and "a sending agency (a character name, character ID)" are saved at the "message folder" of the character A in a "storage parts store" (S609).

[0157]In the message arrival setup information included in the character information of the character A, in setting out it is [setting out] "improper", "notice processing for which the incoming call notice to a transmitting agency is improper" (S615) is performed to the character B of a transmitting agency, and "mail arrival permission" ends this processing, without carrying

out processing after this.

[0158]"Notice processing for which the incoming call notice to a transmitting agency is improper" (S615) is explained with reference to drawing 24 (A). First, the character server's 230 data control parts 233 transmit the message "the arrival to a transmission destination is not permitted for the sending person" via the interface part 231 to the game machine (B) 241 (S631). Next, via the interface part 251, the data transmission and reception part 252 of the game machine (B) 241 receives a message, and transmits it to the game program executive operation part 253 (S632), and the game program executive operation part 253 displays a message on the picture display part 254 (S633).

[0159](8) Next, the character server's 230 data control parts 233, In the message arrival setup information included in the character information of the character A, Judge setting out of "message reception propriety" (S610), and if setting out is "good", the data control parts 233, Deduce the network address of the game machine (A) 211 which is a game machine under play of the character A (S611), and the game machine (A) 211 is received, "A message reception demand", "character server ID", "transmitting agency character information" (character ID, a character name, etc.), and a "message body" are transmitted via the interface part 231 (S612). The network address of the game machine (A) 211 is acquired from the character use place information (refer to drawing 10) in the character information of the character A.

[0160]In the message arrival setup information included in the character information of the character A, if setting out of "message reception propriety" is "improper", "notice processing for which message reception is improper" (S616) will be performed, and this processing will be ended, without carrying out processing after this.

[0161]"Notice processing for which message reception is improper" (S616) is explained with reference to drawing 24 (B). First, the character server's 230 data control parts 233 transmit the message "the transmission destination has not permitted message reception now" via the interface part 231 to the game machine (B) 241 (S651). Next, via the interface part 251, the data transmission and reception part 252 of the game machine (B) 241 receives a message, and transmits it to the game program executive operation part 253 (S652), and the game program executive operation part 253 displays a message on the picture display part 254 (S653).

[0162](9) In the message arrival setup information included in the character information of the character A, in the judgment (S610) of setting out of "message reception propriety", when setting out is "good", Via the interface part 221, the data transmission and reception part 222 of the game machine (A) 211 receives "local character ID" and a "message body" of "a message transfer demand" and a transmission destination, and transmits them to the game program executive operation part 223 (S613).

[0163](10) The game program executive operation part 223 of the game machine (A) 211 displays a message on the picture display part 224. (Drawing 24 (b)) In this example, a message is arrived and displayed on the character A under play in a network racing game.

[0164]Thus, in the system of this invention, the situation of an associate's character can be checked by list by the picture display part of a game machine (drawing 19, Screen 2), the link to the message transmission means to each associate character is on the screen, and message transmission becomes possible.

[0165]As mentioned above, the message according to a situation can be sent to a character by using together the state notification of an associate character, and message transmission. A message can be ******(ed) in the character under play and it is also possible to save the received message at the message box of a character, and to check later.

[0166][Game participating processing] Next, the processing which newly participates in the game in which other characters have participated is explained. In the composition of this invention, as mentioned above, it is possible to get to know the situation of other characters, and when interested in the game, processing in which a self registration character is made to newly participate can be performed.

[0167]Hereafter, game participating processing is explained according to the flow shown in drawing 25. Here, when the user B acquires Screen 2 of drawing 19 explained by [state notification processing of a character] of the preceding clause and pushes a "game participating button" from Screen 2 of drawing 19 explains the example which joins the character (Linda) of the associate of network RPG.

[0168](1) In Screen 2 of drawing 19, the user B chooses the "game participating" button set as the field to which a character (Linda) corresponds via the "input device" of a game machine (B) (S701).

[0169](2) a game machine -- (-- B --) -- (-- drawing 2 -- 241 --) -- a data transmission and reception part -- 252 -- a character (Linda) -- participating -- **** -- a network -- RPG -- providing -- **** -- a network game server -- (-- A --) -- 201 -- a logon request -- transmission (S702) -- carrying out .

[0170](3) The network game server (A) 201 transmits the "game program" corresponding to network RPG to which the character (Linda) has participated in the game machine (B) 241 (S703).

[0171](4) The data transmission and reception part 252 of the game machine (B) 241 receives a "game program" via the interface part 251, and the game program executive operation part 253 executes a "game program" (S704).

[0172](5) A game program is executed within the game machine (B) 241, communicate with the network game server (A) 201, and perform logon authenticating processing (S705).

[0173]Logon processing is a procedure performed between the network game server for

participating in the game which a network game server provides, and a user terminal (game machine). Logon processing is explained using the flow of drawing 26, and the example of a display screen of drawing 27.

[0174]When the user who is going to participate in the game which a network game server provides performs access to a network game server, the logon request screen of drawing 27 (Screen 1) is displayed on the picture display part of a game machine (drawing 26, S751).

[0175]A user inputs the security information of registered user ID, a password, etc. into the logon request screen of drawing 27 (Screen 1) beforehand (S752). Such security information is information set to the network game server by the agreement between user terminals (game machine), and setting out which inputs information, including a fingerprint etc., is also possible for it.

[0176]The game program executive operation part 253 of the game machine (B) 241 passes security information to the data transmission and reception part 252 (S753). Next, the data transmission and reception part 252 of the game machine (B) 241 transmits the security information and the logon request which were enciphered to the network game server (A) 201 via the interface part 251 (S754).

[0177]Next, the network game server (A) 201 attests by receiving security information (S755). Attestation is processing whether registered user ID, a password, etc. and received data are in agreement for example beforehand.

[0178]If attestation is materialized, the network game server (A) 201 will transmit logon permission to the game machine (B) 241 (S757). In the case of attestation failure, the network game server (A) 201 transmits logon disapproval to the game machine (B) 241 (S758).

[0179]It returns to the flow of drawing 25 and explanation is continued.

(6) The data transmission and reception part 251 of the game machine (B) 241 receives "logon permit information" after performing logon processing shown in drawing 26 (S706).

[0180](7) When logon is permitted (it is Yes at S707), the game program executive operation part 253 of the game machine (B) 241 displays the start screen of a game on the picture display part 254 (S708). (Screen 2 of drawing 27)

[0181](9) In Screen 2 of drawing 27, a user (B) pushes the "GO" button of "Linda and unification" (S709).

[0182](10) The game program executive operation part 253 of the game machine (B) 241 transmits the game start demand from the point which Linda is playing to the network game server (A) 201 via the data transmission and reception part 252 (S710).

[0183](11) The network game server (A) 201 transmits the demanded game data to the game machine (B) 241 (S711). (Screen 3 of drawing 27)

[0184](12) The data transmission and reception part 252 of the game machine (B) 241 receives game data via the interface part 251, and the game program executive operation part

253 starts a game based on the "game data."

[0185]By the above processing, the user B with the character B can join the character (Linda) of the associate of network RPG.

[0186]Thus, in the system of this invention, the situation of an associate's character can be checked by list at the picture display part of a game machine (drawing 19, Screen 2), The link for game intervention of each associate character is on the screen, and when participating to the network game of the multiplayer correspondence played now [of each associate character], it can move easily [the virtual space in which its associate character is present].

[0187]For example, in network RPG in which two or more players can participate, although venturing together with an associate's character is possible, the inside of vast virtual space, It is not enough, if it understands in which game its associate's character has participated, it only participates in the game and an associate's character cannot be met. If the baseball game which has two or more grounds on virtual space is mentioned as an example and it does not understand although the associate is playing in which ground, a baseball game cannot be enjoyed together with an associate character. When the information that the character has participated in which game is stored in the character server in the system of this invention and a network game server and a character server communicate, It becomes possible to move to the place in the virtual space which an associate's character is playing by acquiring the information where [in the game] a character is needed now, and using the information.

[0188]Thus, in the composition of this invention, it becomes possible to participate in the game of an associate's character and to join a character server over two or more network games, when an associate's character has the information under play in which game now.

[0189][A series of processings in a communication terminal device] Although the processing performed in the character data managerial system of this invention has been explained individually above, respectively, In a user's terminal unit (game machine), access is performed to a character server, and the flow which summarized processing until it participates in the game in which other characters participate is shown in drawing 28. The example of processing of drawing 28 is one example of the processing sequence performed in a game machine, and processing according to other sequences is also possible for it.

[0190]Each step of the flow shown in drawing 28 is explained. First, in Step S801, a user's communication terminal (for example, game machine (A) 211 of drawing 2) accesses the character server 230 via the interface part 221. The character server 230 asks a user for the input of security information. A user performs the input of user ID, a password, a fingerprint, etc. (S802), and transmits these encryption data to the character server 230. The input of this security information is the processing previously explained using drawing 15.

[0191]Next, a user performs state notification processing (S803) of a self character. The processing which notifies its situation to other characters is possible for a certain character A.

This is [state notification processing of a character] explained according to the process flow of drawing 18.

[0192]Next, a user performs information disclosure delimitation processing (S804) of a self character. About each character, the user (player) of a character can set up of which range a character is told about the situation of its character, and the range and group of a character who open to the public can be specified. This is [information disclosure delimitation processing of a character] explained according to the process flow of drawing 20.

[0193]In "information disclosure delimitation processing of a character", as explained previously, associate registration of other characters is possible. Associate registration processing displays on an indicator "the registration picture of information disclosure" shown in drawing 21 (Screen 1), and is performed by pushing a registering button.

[0194]In "the registration picture of information disclosure" shown in drawing 21 (Screen 1), by pushing a registering button, associate registration processing is performed (S806) and renewal of the associate character list shown in the open scope information shown in drawing 11 in the character information in a character server and drawing 12 is performed.

[0195]A user acquires the situation of an associate character from a character server, and displays the screen of drawing 19 (Screen 2), and execution (S807, S808) of message transmission processing is possible for him. This is performed by pushing a message transmission button in the screen of drawing 19 (Screen 2) by performing [message handling] previously explained according to the process flow of drawing 22. As a transmission path of a message, it becomes a user's communication terminal (game machine) -> character server -> network game server (or game machine).

[0196]A user acquires the situation of an associate character from a character server, and displays the screen of drawing 19 (Screen 2), and execution (S809, S810) of game participating processing is possible for him. This is performed by pushing a game participating button in the screen of drawing 19 (Screen 2) by performing previously [game participating processing] explained according to the process flow of drawing 25.

[0197]Such various processings are performed, and processing is completed when a user pushes the end button of a game machine.

[0198]State notification processing (refer to drawing 18) of Step S803, information disclosure delimitation processing of Step S804 (refer to drawing 20), In the associate registration processing of Step S806, message transmission processing (refer to drawing 22) of Step S808, etc., authenticating processing between a character server and a user terminal is performed. The user ID inputted in the security information input process of drawing 15 explained previously in each authenticating processing, A password, fingerprint data, etc. are transmitted to a character server from a user terminal, and collation with acquired security information is performed by the character server side. When collation is abortive,

authentication error processing is performed. That is, a user is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted (S821-S823).

[0199]Thus, the character can be made to appear in a game in common in two or more games by a game player holding its character to a character server in the system of this invention. A player can enjoy the pleasure of a new game by the ability of the item which the attribute and player of not only a general view of a character but a character have to be used in common. The characters of a different player receive the character of the player of the range permitted beforehand, In the communication in a team [in / it becomes possible to tell room of one's character in a different game and virtual space, or to send a message, and / a network game], or communication with a waging-war partner, A big effect is acquired and a player can be provided with the new pleasure which was not in an old game system.

[0200]As mentioned above, it has explained in detail about this invention, referring to a specific example. However, it is obvious that a person skilled in the art can accomplish correction and substitution of this example in the range which does not deviate from the gist of this invention. That is, with the gestalt of illustration, this invention has been indicated and it should not be interpreted restrictively. In order to judge the gist of this invention, the column of the claim indicated at the beginning should be taken into consideration.

[0201]A series of processings in which it explained into the specification can be performed by the composite structure of hardware, software, or both. When performing processing by software, the program which recorded the processing sequence, It is possible to install in the memory in the computer built into hardware for exclusive use, and to make it perform, or to make the general purpose computer which can perform various processing install and execute a program.

[0202]For example, a program is recordable on the hard disk and ROM (Read OnlyMemory) as a recording medium beforehand. A program Or a floppy (registered trademark) disk, CD-ROM (Compact Disc Read Only Memory), It is temporarily or permanently storable in removable recording media, such as MO (Magneto optical) disk, DVD (Digital Versatile Disc), a magnetic disk, and semiconductor memory (record). Such a removable recording medium can be provided as what is called a software package.

[0203]Install a program in a computer from a removable recording medium which was mentioned above, and also. From a download site, via networks [**** / carrying out radio transmission], such as LAN (Local Area Network) and the Internet, to a computer, It transmits to a computer with a cable, and in a computer, it can receive and the program transmitted by making it such can be installed in recording media, such as a hard disk to build in.

[0204]Various kinds of processings written in the specification may be performed in parallel or individually [the throughput or if needed] for a device of a time series not only performing, but

performing processing according to a statement. In this specification, a system is the logical set composition of two or more devices, and it does not restrict to what has a device of each composition in the same case.

[0205]

[Effect of the Invention]As mentioned above, as explained, according to the character data managerial system of this invention, a character server, a character data controlling method, and the program. Since it becomes possible to register into a character server the character set up corresponding to each user, to download a character from a character server, and to make it appear in various game programs, it enables a player to enjoy the unprecedented pleasure.

[0206]In the system of this invention, the characters of a different player receive the character of the player of the range permitted beforehand, In the communication in a team [in / it becomes possible about telling room of one's character or sending a message and / a network game], or communication with a waging-war partner, A big effect is acquired and it becomes possible to provide a player with the new pleasure which was not in an old game system.

[0207]According to a character data managerial system, a character server, a character data controlling method, and the program. It saves to a character server by making into character information the item etc. which the attribute and player of not only a general view of a character but a character have, and becomes available in common in various games, and, as for a player, the pleasure of a new game can be enjoyed.

[Translation done.]

TECHNICAL FIELD

[Field of the Invention]This invention relates to an available character data managerial system,
a character server, a character data controlling method, and a program in a game terminal, a
cellular phone, a network communication terminal, etc. More particularly, it is that a game
player holds its character to a server, The character can be made to appear in a game in
common in two or more games, It is related with a character data managerial system with the
processing constitution which notifies character information to other characters or character
utilizing users, a character server, a character data controlling method, and a program.

[Translation done.]

* NOTICES *

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2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

PRIOR ART

[Description of the Prior Art]In [if a RPG (Roll Playing Game) type network game is taken for an example in the conventional network game, for example] the virtual world of the game, As said players having a dialog or fighting with both monsters, bilateral work can be performed, and the event in a game can be experienced. However, its character is used in several different games, [same] There is no system which plays a game, furthermore a game is enjoyed using its character in two or more games such, Over two or more of the games, to an associate's player The situation of one's character, For example, there is also no system which sends a message in the character which the system which teaches during a play of which game and a rest etc., or exhibits the attribute of a character does not have, and plays an active part over two or more games.
[0003]Now, in the message processing in the chat system using the Internet, the system which made it possible to check whether the associate has connected with a network is realized by registering an associate's handle. however, one chat which the purpose was restricted in this case for a chat's waiting and making it suit, and the also systematically specific service provider prepared -- it is necessary to use only an application.

[Translation done.]

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EFFECT OF THE INVENTION

[Effect of the Invention]As mentioned above, as explained, according to the character data managerial system of this invention, a character server, a character data controlling method, and the program. Since it becomes possible to register into a character server the character set up corresponding to each user, to download a character from a character server, and to make it appear in various game programs, it enables a player to enjoy the unprecedented pleasure.
[0206]In the system of this invention, the characters of a different player receive the character of the player of the range permitted beforehand, In the communication in a team [in / it becomes possible about telling room of one's character or sending a message and / a network game], or communication with a waging-war partner, A big effect is acquired and it becomes possible to provide a player with the new pleasure which was not in an old game system.
[0207]According to a character data managerial system, a character server, a character data controlling method, and the program. It saves to a character server by making into character information the item etc. which the attribute and player of not only a general view of a character but a character have, and becomes available in common in various games, and, as for a player, the pleasure of a new game can be enjoyed.

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1.This document has been translated by computer. So the translation may not reflect the original precisely.
2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

TECHNICAL PROBLEM

[Problem(s) to be Solved by the Invention]This invention builds the character system which can participate not only in one application or virtual space but in two or more different games and virtual space, and further by this system configuration. Characters straddle two or more games and virtual space, and they aim at providing the character data managerial system and character server which realize the system which can communicate, a character data controlling method, and a program.

[0005]This invention makes its character appear in several different games, or. It makes it possible to open [two or more] its character situation and a character attribute to an associate's player over a game, It aims at providing the character data managerial system which enables processing which sends a message, a character server, a character data controlling method, and a program in the character which plays an active part over two or more games.

[0006]This invention is holding a user's character to a character server, In two or more games and virtual space, it makes it possible to use its character (for example, character with three-dimensional information), It aims at providing the character data managerial system with which other games can also use the attribute which the character furthermore obtained on the game, and an item, a character server, a character data controlling method, and a program.

[Translation done.]

* NOTICES *

MEANS

[Means for Solving the Problem]The 1st side of this invention is a character data managerial
system which manages character data displayed to a communication terminal device, A
character server which stored character information which is information about a character set
up corresponding to two or more users, Character information which has a communication
terminal device which can download character information set up from said character server
corresponding to each user, and is stored in said character server, Including information
disclosure setup information over other characters, said character server, It is in a character
data managerial system having the composition which performs information-and-
telecommunications control between communication terminal devices using a character
registered into said character server according to said information disclosure setup
information.
[0008]A character data managerial system of this invention sets like 1 operative condition, and
said character data managerial system, Have a game server which provides a excecutable
game program in said communication terminal device, and said communication terminal
device, While downloading a character registered into said character server to said
communication terminal device, it has a game program executive operation means to make
said downloaded character appear in a game which said game server provides, and to perform
a game.
[0009]To information disclosure setup information in character information which a character
data managerial system of this invention sets like 1 operative condition, and is stored in said
character server. Including character use place information, this character use place
information, Said character server has the composition which performs processing which
indicates said address to other character or other character Manage User who registered
character information into said character server including an address of a communication
terminal device whose character is under use.

[0010]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. Including character use place information, this character use place information, A character including an address of a network game server under use said character server, It has the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[0011]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. This open scope information including data which matched disclosure range information and indication place character information in character information including open scope information said character server, It has the composition which performs processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[0012]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, It has the composition which performs processing which discloses said character information according to character conditions registered into said associate character list to other character or other character Manage User who registered character information into said character server.

[0013]To information disclosure setup information in character information which a character data managerial system of this invention sets like 1 operative condition, and is stored in said character server. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server has the composition which performs processing of an outgoing message from other character or other character Manage User who registered character information into said character server according to said message arrival setup information.

[0014]It has the composition which a character data managerial system of this invention sets like 1 operative condition, and said character server performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on condition of attestation formation.

[0015]A character data managerial system of this invention sets like 1 operative condition, and

said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, Character use place information is acquired out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[0016]A character data managerial system of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information and acquired it by the inquiry to acquired character use place information out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[0017]A character data managerial system of this invention sets like 1 operative condition, and said communication terminal device, According to address information of a game server which provides a participating game program of an associate character acquired from said character server, It has the composition which performs access to this game server and performs game participating processing of a self character acquired by download from said character server.

[0018]The 2nd side of this invention is a character server which manages character data displayed to a communication terminal device, Character information which has the database which stored character information which is information about a character set up corresponding to two or more users, and is stored in said database, A character server having the composition which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information including information disclosure setup information over other characters has.

[0019]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. Including character use place information, this character use place information, Said character server has the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server including an address of a communication terminal device whose character is under use.

[0020]A character server of this invention sets like 1 operative condition, and to said

information disclosure setup information. Including character use place information, this character use place information, A character including an address of a network game server under use said character server, It has the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[0021]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. This open scope information including data which matched disclosure range information and indication place character information in character information including open scope information said character server, It has the composition which performs processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[0022]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, It has the composition which performs processing which discloses said character information according to character conditions registered into said associate character list to other character or other character Manage User who registered character information into said character server.

[0023]A character server of this invention sets like 1 operative condition, and to said information disclosure setup information. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server has the composition which performs processing of an outgoing message from other character or other character Manage User who registered character information into said character server according to said message arrival setup information.

[0024]It has the composition which a character server of this invention sets like 1 operative condition, and said character server performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on condition of attestation formation.

[0025]A character server of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, Character use place information is acquired out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits a character situation acquired by

the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[0026]A character server of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information and acquired it by the inquiry to acquired character use place information out of character use place information in character information corresponding to this associate character, It has the composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[0027]As information about a character which the 3rd side of this invention is a character data controlling method which manages character data displayed to a communication terminal device, and was set as a character server corresponding to two or more users, Character information including information disclosure setup information over other characters is stored, and it is in a character data controlling method performing information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information.

[0028]A character data controlling method of this invention sets like 1 operative condition, and said character data controlling method, In said communication terminal device, a game which made said downloaded character appear in a game which transmits a character registered into said character server to said communication terminal device, and a game server provides with it is played possible.

[0029]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including character use place information, this character use place information, Said character server performs processing which indicates said address to other character or other character Manage User who registered character information into said character server including an address of a communication terminal device whose character is under use.

[0030]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including character use place information, this character use place information, Said character server performs processing which indicates said address to other character or other character Manage User who registered character information into said character server including an address of a network game server whose character is under use.

[0031]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. This open scope information including data which matched disclosure range information and indication place character information in character information including open scope information said character server, Processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server is performed.

[0032]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including an associate character list, this associate character list, Disclosure of character information is possible, and also including character information data said character server, Processing which discloses said character information according to character conditions registered into said associate character list to other character or other character Manage User who registered character information into said character server is performed.

[0033]To information disclosure setup information in character information which a character data controlling method of this invention sets like 1 operative condition, and is stored in said character server. Including message arrival setup information, this message arrival setup information, An information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival is included, Said character server performs processing of an outgoing message from other character or other character Manage User who registered character information into said character server according to said message arrival setup information.

[0034]A character data controlling method of this invention sets like 1 operative condition, said character server performs authenticating processing to said communication terminal device, and data transmission to this communication terminal device is performed on condition of attestation enactment.

[0035]A character data controlling method of this invention sets like 1 operative condition, and said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, Character use place information is acquired out of character use place information in character information corresponding to this associate character, Processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send is performed.

[0036]A character data controlling method of this invention sets like 1 operative condition, and

said character server, Based on associate character identification data registered into said character information according to reception of a character situation Request to Send from said communication terminal device, A character situation which acquired character use place information and acquired it by the inquiry to acquired character use place information out of character use place information in character information corresponding to this associate character, Processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send is performed.

[0037]A character data controlling method of this invention sets like 1 operative condition, and said communication terminal device, According to address information of a game server which provides a participating game program of an associate character acquired from said character server, Access to this game server is performed and game participating processing of a self character acquired by download from said character server is performed.

[0038]The 4th side of this invention is a program which makes character data management processing which manages character data displayed to a communication terminal device perform on computer systems, According to information disclosure setup information over other characters contained in character information which is information about a character which said program was registered into a character server and set up corresponding to two or more users, It is in a program having a step which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server.

[0039]A program of this invention receives a general purpose computer system which can execute various program codes, for example, It is stored in storages, such as a medium provided in a computer-readable form, for example, CD, DVD, FD, MO, and is a program [provide / it / and] which can be provided with transmission media, such as a network, etc.

[0040]Such a program can demonstrate a collaboration operation on a system, and can obtain the same operation effect as other sides of this invention while it prescribes execution of a various function which a system has based on reading of a program under processor control.

[0041]The purpose, the feature, and an advantage of further others of this invention will become clear [rather than] by detailed explanation based on an example and a drawing to attach of this invention mentioned later. In this specification, a system is the logical set composition of two or more devices, and it does not restrict to what has a device of each composition in the same case.

[0042]

[Embodiment of the Invention][System outline] The example of composition of the character data managerial system of this invention is shown in drawing 1. The user who plays various games accesses the network game server 101, Various games provided from the network

game server 101, It performs using network personal digital assistant 115 grades, such as the communication terminal device 110 111 which has a communication function, for example, a home video game machine, the arcade game machine 112, the handheld game machine 113, the network computer 114, and a cellular phone.

[0043]A user accesses the character server 102 from a communication terminal device, and acquires the character made to appear in various games provided from the network game server 101. There is personal character information storage which stored the character information which each user registered beforehand in the character server 102, The user who is going to download character information (for example, three-dimensional character information) from the acquisition 102, i.e., a character server, to the communication terminal device 110 a character, After performing user authentication by the authenticating processing mentioned later, a character is acquirable from the character server 102.

[0044]A user makes it appear in various games provided with the character acquired from the character server 102 from the network game server 101. For example, if a game is a fighting game, it fights with other users' character, or if a game is a car race, a race with the car which other users' character drives will be performed.

[0045]Thus, the user can make the same character appear in various games. For example, by a certain game program, when the character which appeared in the game performs a game, processing etc. to which the capability value matched with the character, an attribute, etc. are changed are performed. In such a case, change of the capability value matched with the character, an attribute, etc. is saved as character attendant information, After a game end, when returning namely, uploading a self registration character from the communication terminal device 110 to the character server 102, with a character (for example, three-dimensional information), a capability value, an attribute, etc. are uploaded and are saved to the character server 102. Next, when downloading a self registration character to the character server 102, it becomes a character which has the updated capability value, an attribute, etc.

[0046]As character information registered into the character server 102, there is security information of hysteresis information, such as social information, such as item information of attribution information, such as three-dimensional information including the shape of a character, a color, etc. and the characteristic, clothes, etc. and a name, and utilization time, a password, etc. The latter part explains these.

[0047]Information disclosure setup information, such as character use place information, open scope information, an associate character list, and message arrival setup information, is included in the character information registered into the character server 102. The latter part also explains these.

[0048][System configuration] The example of network system composition is shown in drawing 2. The network game servers 201 and 202,203 are servers which distribute a game with

various each. Various games which a game distribution service provider or other offer-of-information entities provide with these the charge or for nothing are contained.

[0049]Each user who has the game machine 211,241 accesses the network game servers 201, 202, and 203 via the various networks of a cable and radio. The game machines 211 and 241 have the game program executive operation part 223 which has the interface part 221 as a function which performs data-transmission-and-reception processing through a network, and the data transmission and reception part 222, and has further CPU etc. which perform executive operation of a game. The input devices 225, such as the picture display part 2224 which displays a game content etc., and a controller which performs the various inputs to a game, have the connectable composition constituted or unified to a game machine. The example of concrete composition of the game machine 211,241 is shown in drawing 3.

[0050]Have a game machine and CPU(Central Processing Unit) 301 CPU301, Via the bus 311, the input/output interface 312 is connected and CPU301, If instructions are inputted via the input/output interface 312 by operation of the input parts 306, such as input devices, such as a controller, or a keyboard, and a mouse, According to it, the program stored in the memory means of ROM(Read Only Memory) 302 and hard disk 304 grade is executed.

[0051]A program which CPU301 was transmitted from the satellite or the network, was received in the communications department 307, and was installed on the hard disk 304, Or it is also possible to load the program which was read from the removable recording medium 309 with which the drive 308 was equipped, and was installed on the hard disk 304 to RAM (Random Access Memory) 303, and to execute it.

[0052]Thereby, CPU301 performs executive operation of various game programs. CPU301 via the input/output interface 312 if needed, The output process to the outputting part 305 which comprises LCD (Liquid CryStal Display), a loudspeaker, etc. or transmitting processing from the communications department 307, and recording processing [further as opposed to the hard disk 304] are performed.

[0053]It returns to drawing 2 and the explanation about network system composition is continued. The user who has the game machine 211,241 accesses the network game servers 201, 202, and 203, performs processing of downloading a required game program, and makes possible program execution within the game machine 211,241. The character server 230 is accessed, and the character made to appear in a game is acquired namely, downloaded.

[0054]The interface part 231 in which the character server 230 performs the communications processing through a network, the user authentication part 232 which performs a user's authenticating processing, the data storage of character information, It has the storage parts store 234 as a database which stored the data control parts 233 which perform processing of extraction etc., character information, User Information, etc. The character server's 230 example of concrete composition is shown in drawing 4.

[0055]The character server 230 has CPU(Central Processing Unit) 401, and CPU401, Via the bus 411, the input/output interface 412 is connected and CPU401, If the instructions received from the input part 406 or the communications department 407 are inputted via the input/output interface 412, according to it, the program stored in the memory means of ROM(Read Only Memory) 402 and hard disk 404 grade will be executed.

[0056]CPU401 performs authenticating processing by the command from a user's game machine via a network, and performs character information extraction, storing, an update process, etc., for example. CPU401 performs various character management processings. CPU401 via the input/output interface 412 if needed, The output process to the outputting part 405 which comprises LCD (Liquid CryStalDisplay) etc. or transmitting processing from the communications department 407, and recording processing [further as opposed to the hard disk 404] are performed.

[0057][A character and character server stored information] The example of information composition stored in a character server is shown in drawing 5. The character information 501 and the customer (user) information 502 are stored in a character server at least.

[0058]User Information 502 is information about the user who registered the character into the character server, and a name, an address, settlement information, an E-mail address, user ID, etc. are registered. User ID still more nearly required for user authentication, a password, etc. are stored. The user authentication processing which uses required user ID and a password is mentioned later.

[0059]Character information 501 field has a message folder which stores the message which has a storing region of a user's character information, and was distributed to each character. The example of information storing region composition of the characters 1 and 2 is shown in drawing 5.

[0060]As shown in a figure, information disclosure setup information, such as character use place information, open scope information, an associate character list, and message arrival setup information, is included in character information, and three-dimensional information, attribution information, item information, social information, hysteresis information, and security information are further included in it.

[0061](the kind and preparation method of a character) There is the following as data which can be registered as a character.

1. Point out the character which enacts instead of [of a player] as a role on the character game as your other self. [who is a game player] The character which is its other self can consider the character which bodily features and a fashion sense resembled with the person himself/herself first of all. However, the character from which sex and bodily features differ may also be considered, and not human being but an animal, an overhead, and the living thing (monster) of imagination may be sufficient.

[0062]2. Point out the character which is not the player itself as a role on a pet character game. For example, the horse etc. which appear in the monster which offers to the other self character of a player by a role playing game, or a horse race game can be considered.

[0063]Each user may create each of these user individuals' character, or it may be provided by the provider. the way a user acquires a character -- a server access terminal (a game machine and a computer terminal.) Access a character server from a network personal digital assistant, and it chooses from the character which the character server employment person prepared beforehand, After a user edits the method of acquiring one's character, and the character beforehand prepared in said server access terminal, The method of uploading to a character server, and the method of uploading the character which the user individual created by the character editor, Or various techniques, such as the method of generating and uploading a character based on the three-dimensional body information (shape, texture) photoed with 2D picture photoed with the camera or the three-dimensional digitizer, are applicable.

[0064]1. It becomes possible to demonstrate the originality of a character at the character which is its other self by attaching an item peculiar to oneself to the body at the item attached to the body. [established character] Of course, originality can be further given to a character by eyes, a nose, a mouth, etc. being chosen from a parts list, and being edited, being able to choose a hairstyle, or adjusting the length and height of hand and foot based on the character prepared at this time.

[0065]2. Create your character using the tool which can create the character of the image editing tool of creation existing, 3DCG software, etc. by a character editor.

[0066]3. Creation, for example, a three-dimensional digitizer, can be used for a character based on personal data, the individual three-dimensional configuration information and texture information of the body can be acquired, a character can be created based on the information, and the character provided with individual bodily features can be generated and used. It is useful to distinguish a friend's player in the game of an a lot of people participatory type by making individual bodily features reflect in a character, or useful for deepening the empathy to a character.

[0067]Next, the information stored in a character server is explained.

(Three-dimensional information) Three-dimensional information is stored when the character is generated as three-dimensional data, and it has a texture as information, including three-dimension shape data, a surface color, a pattern, etc., construction material information, etc. the data configuration of three-dimensional information data is shown in drawing 6 -- as -- each part of a character, for example, a head, the body, eyes, an arm, etc. -- it is alike, becomes a layered structure and has diffusion of the texture as information, including three-dimension shape data, a surface color, a pattern, etc., and construction material information, for example, light, reflection, refraction information, etc. for every part.

[0068](Attribute) As attribution information, the information about the "characteristic", "capability" and a "capability value", a "motion", etc. which a character has is included. For example, the "characteristics" is attributes peculiar to the character, such as sex and age of a character, a date of birth, a hobby, and favorite food. As "capability" described the parameter of this "characteristic" by carrying into a game, it is possible to make game deployment change.

[0069]"Capability" and a "capability value" are used as follows. A certain player plays the boxing game of A company using its character, and "boxing capability" is added to a character and presupposes that the "boxing level" turned into the level 50. Then, when the different-species fighting game of B company is played in the same character, the character becomes possible [the method of pleasure that the work of the boxing which it cannot usually let out in the game can be used now, or there is change of game deployment that it can meet with the waging-war character which cannot usually meet].

[0070]A "motion" refers to operation patterns, such as how to laugh at a character, and how to walk, it is registering operations, such as a method of the laughter with the player beforehand appropriate for [laughter] oneself, and a victory pose, and this motion can be used in a game. This attribute is useful to include the individuality in character with itself in a character.

[0071]The example of a data configuration of the attribution information stored in a character server is shown in drawing 7. as the "characteristic" contained in an attribute -- as "capability", such as sex, age, a date of birth, a hobby, and favorite food, and a "capability value" -- various eye exceptions, for example, soccer, baseball, boxing, and a car race -- hanging -- etc. -- the ability data set up by corresponding is stored. For example, if it is soccer, it is stored as data which can compare capability values, such as tenacity, instantaneous power, and a dribble. As a "motion", the characteristic operation data of characters, such as how to walk, a victory pose, and how to laugh, is stored.

[0072](Item) An item is the information on the wearing article of a character or the house which a character owns, a car, etc. The example of a data configuration of the item information stored in a character server is shown in drawing 8. As item information over the head of a character, wearing information, including a hat, glasses, a pierced earring, headphone, etc., is stored, and wearing information, including a T-shirt, a coat, a jumper, etc., is stored as item information over a drum section. For example, supposing it has two or more jumpers, some put-on jumpers can be chosen one. In addition, the information on the house which a character owns, a car, etc. is also stored. In an item, the currency on the network which can be used for music, the immaterial digital contents like an image, dealing of an item like local money, etc. can also be assumed.

[0073](Social information) Social information refers to the international information which characters, such as an e-mail address and URL of a homepage, or a user has. These

information is used for communication between characters and between players. The example of a data configuration of the item information stored in a character server is shown in drawing 9 (a). [0074](hysteresis information) As hysteresis information, dealing histories in a game, such as a utilization history of a character and dealing of an item, etc. can be considered. A utilization history points out information like the played game title, time of onset, and end time. The dealing history dealt in what by how much when, or records ? where. Dealing, a barter, etc. by the local money by which dealing here is accepted in the community in a game or two or more games of one and on a certain network in addition to dealing in the currency of the real world are considered. The example of a data configuration of the item information stored in a character server is shown in drawing 9 (b). [0075](Security information) Security information is information for attesting at the time of read-out of the character information on a server, and the beginning, and points out user ID, a password, fingerprint information, etc., for example. Usually, these information is enciphered and saved when kept on a server. [0076](Character use place information) Character use place information is information on where the character is used now. The example of a data configuration is shown in drawing 10. The network address of the network game server which provides character use place information with the game as a use place of a character, The information of a game identifier (ID), the name of KEMU, a game maker, etc. is stored in the network address of the game machine which a user's character uses, and a pan as game information.

[0077]Although the column of "open scope information" explains these information, The user B with a specific character which other users can set to an enabled inspection, for example, the user A has, and another character [liking to be pitched against each other] becomes possible [searching for in which game the character which the user A has has participated now].

[0078](Open scope information) Open scope information is information which set up which range the information on would be released to other character or other character Manage User who registered the information on a character into which character, and to whom it registered character information into the character server. The example of a data configuration is shown in drawing 11. In the example of composition of drawing 11, open scope information is set up for every specific character group in the information disclosure range. The information on each character becomes possible [opening to the public to the character beforehand allowed permission]. In the example of drawing 11, the information of "the game name under play" and a "game situation" is registered, and the character currently exhibited in the information on the "information Gp1" is considered as a "permission character list", and it has it in "information Gp1" for every information Gp. Each "character ID" and the "character Gp" can be specified as a "permission character list."

[0079]"The character Gp" is a group of the character registered into the character server, and even if it does not specify each character by gathering by an associate and building the

character Gp, it can open information to an associate's character. For example, the character B which the character A which the user A has, and the user B have belongs to the same group, When it is registered as the character group S and set up as a group of the permission character list corresponding to the information Gp on drawing 11, The inspection of both sides is attained in "the game name under play" and the "game situation" as "information Gp1" about the character B which the character A which the user A has, and the user B have.

[0080]A group may be set up by performing a level division of several steps or an information group by the intimate associate and the associate who is not so intimate, and making a user choose it by a character server's service entrepreneur side.

[0081](Associate character list) An associate character list is a list corresponding to other character or other character Manage User who registered into the character server the character of the associate who releases information, i.e., character information. The example of a data configuration is shown in drawing 12. An associate character list is the data which considered as the list the character by which associate registration was carried out to the specific character, and registered the name of an associate character, and the kind of public information. A "new registration flag" is set as ON, when it is the newly registered associate character. The latter part explains the processing in this setting out.

[0082](Message arrival setting out) Message arrival setting out stores the mail arrival permission setup information of a message. For example, the arrival of a message is restricted at specific time, or mail arrival permission setting out of the message according to other character or other character Manage User who registered the transmitting agency character, i.e., character information, into the character server is performed. The example of a data configuration is shown in drawing 13. As message arrival setup information, setting out of a call-blocking character is possible as "message reception propriety" and also the mail arrival permission mode of whether to accept reception of a message. Setting out of the mail arrival allowable period of a message, etc. are still more possible.

[0083][Download of character information] Various processings performed in the character data managerial system of this invention are explained hereafter. First, the processing in which communication terminal devices, such as a game machine machine, a cellular phone, and PC, download a registration character from a character server is explained, referring to the flow chart of drawing 2 and drawing 14.

[0084]If the character on the character server 230 is a user who is an owner, it can be downloaded and used for the game machine 211 from a server. This work is usually done at the time of the start of a game.

[0085]In Step S101, a user's communication terminal (game machine 211) accesses the character server 230 via the interface part 221. . The character server 230 asks a user for the input of security information (S102). Since a user displays on the communication terminal

device of game machine 211 grade the list of his characters owned on the character server 230, he needs to, report that he is a regular user to a server first of all. For this reason, authenticating processing is performed. The information needed for this authenticating processing is security information.

[0086]The example of authenticating processing is shown in drawing 15. Drawing 15 (a) is a processing sequence attested with user ID and a password, and drawing 15 (b) is **************** which attests using information peculiar to individuals, such as a fingerprint. Processing of drawing 15 (a) is processing which performs input (S211) of user ID, password input (S212), and data encryption (S213), and transmits these encryption data to the character server 230. Processing of drawing 15 (b) is processing which the input (S221) of user ID, password input (S222), and a fingerprint input (S223), performs data encryption (S224), and transmits these encryption data to the character server 230.

[0087]The enciphered security information is saved in the memory in the data transmission and reception part 222 of a terminal to suitable timing, such as turning OFF the power supply of a game machine, if games are the time of an end, and a home video game, for example. Through the interface part 221 of a terminal, the security information and the character list request which were enciphered are a network course, and are transmitted to the character server 230.

[0088]Memory cards, such as a magnetic card which stored identification data peculiar to a user beforehand instead of the input of the above-mentioned password etc., An IC card is distributed to a user, a user may make card stored data read into a game machine, processing which transmits this to the character server 230 may be performed, and this information may be used for authenticating processing.

[0089]It returns to drawing 14 and explanation is continued. When information besides ID required for attestation is transmitted from a user's communication terminal device (game machine 211), in Step S103 the character server's 230 user authentication part 232, Decode encryption data, acquire User Information (drawing 5, 502 references) stored in the storage parts store 234 via the data control parts 233, perform collation processing with the acquired registered user information, and if it is the collation O.K., The attestation O.K. is transmitted to a user's terminal (game machine 211) via the interface part 231. In the case of collation failure, an error message is transmitted, and the input of authentication data is again urged to it.

[0090]In [authenticating processing is set to enabled maximum Nmax time execution, and] Step S121, the number of times of authenticating processing should count (N=N+1), and the comparison (S122) with the maximum (Nmax) should do -- when the maximum (Nmax) is reached, there is possibility of unlawful access, protection processing (S213) which does not accept the input of the further password etc. is performed, and processing is ended.

[0091]When it is the attestation O.K., the user authentication part 232 acquires a character list

via the data control parts 233, in Step S105, to a user's terminal (game machine 211), a character list is transmitted and a terminal unit displays a reception list on the displaying means of a terminal. the identifier (ID) of the character which the user chose the character to use from the displayed character list (S106), and was chosen, and the security information over a selection character -- required information, such as item information, is further transmitted to the character server 230.

[0092]The character server 230 performs authenticating processing to the security information over a selection character in the user authentication part 232. In Step S103 and S104, although it is the authenticating processing to a user, Step S108 is attestation which distinguishes whether use of character each is permitted, and input of the password etc. which are contained in the security information in the character information shown in drawing 5, collation, etc. are performed.

[0093]In [also in this attestation, authenticating processing as well as the above-mentioned user authentication is set to enabled maximum Nmax time execution, and] Step S121, the number of times of authenticating processing should count (N=N+1), and the comparison (S122) with the maximum (Nmax) should do -- when the maximum (Nmax) is reached, there is possibility of unlawful access, protection processing (S213) which does not accept the input of the further password etc. is performed, and processing is ended.

[0094]When attestation is materialized, the character server 230 transmits selection character information to a user's terminal (game machine 211), and a user terminal (game machine 211) receives character information (S109).

[0095]The user terminal (game machine 211) which received character information, In the game program executive operation part 223, perform a character information conversion process and The shape of a character, A texture and construction material are changed into what suited other characters and objects of the expression ability of a game machine, or a game, and it uses as a character in the game performed in the game program executive operation part 223.

[0096]A character information conversion process is processing which changes the shape of a character, a texture, and construction material into what suited other characters and objects of the expression ability of a game machine, or a game. It will be necessary to change the character, the shape of an item, the texture, and construction material in the character server 230 by the quality of expression in the expression ability of the game machine itself, or the world in a game.

[0097]A character information conversion process is processing which changes the information on a character so that a character can be used for compatibility to the game of various game machines and many. for example, a highly efficient arcade game machine -- low -- the number of polygons, the texture quality, and the construction material parameter which can be used for

expression of a character or an item differ from each other greatly with a performance portable game machine. As a method of solving it, the three-dimensional information on a quality character or an item (shape, a texture, construction material) is stored in the server, and a character information conversion process is performed within a game machine using this information.

[0098]Conversion of shape is explained. In 3D game, a three-dimensional object is generally expressed by a polygon model. Therefore, it is very effective to make a character and the number of polygons of an item reduce with the kind and game machine of a game. In order to perform this polygon reduction effectively, it is realizable by using the method currently indicated by "the approximation-ized method, information processor, and medium (Japanese Patent Application No. 11-145471) of formed data", for example.

[0099]About a texture, since a texture with it may be unable to be mapped depending on a game machine, it will be necessary to make texture size small. [a very small VRAM field and] [big] As the method, the low resolution-ized art of the picture in the technique of a MIPPU map can be used, for example. reference: -- Lance Williams work "Pyramidal Prametrics" (SIGGRAPH1983 Proceedings) -- again objective construction material in the world of CG. Generally it is expressed by material parameters, such as Diffusion (diffusion), Specular (catoptric light), and Refraction (refraction), and these parameters are changed.

[0100]Use place information registration processing is performed in Step S111. Use place information registration processing is processing which notifies the character server 230 of the character use place information registered as each character information of the character server 230 which explained using above-mentioned drawing 10, and registers it from a user's terminal (game machine 211).

[0101]The detailed process flow of use place information registration processing is shown in drawing 16. First, in Step S231 user terminals, such as a game machine, On character ID corresponding to the character acquired from the character server 230, and the game use place information and concrete target which make the character appear. To the network address of the network game server shown in the data configuration of previous drawing 10, the network address of the game machine which a user's character uses, and a pan, as game information, The information of a game identifier (ID), the name of KEMU, a game maker, etc. is transmitted to the character server 230.

[0102]If the character server 230 receives character ID and game use place information from a user terminal (game machine 211), After updating the game use place information in the character information corresponding to character ID and completing an update process, an updating terminating notice is transmitted to the game machine 211 (S232), a game machine receives an updating terminating notice (S233), and use place information registration processing is completed.

[0103]Thus, it is registered into the character server 230 by the newest character use place information during use of a character, and other users who can peruse the information, By accessing the character server 230, the character becomes possible [specifying the game which has participated now], for example, processing of other users making another character enter the same game etc. is attained.

[0104][Upload of character information] Next, the processing which returns character information to the character server 230 from a user's terminal, i.e., upload processing of character information, is explained. Usually, this work is done at the game middle or the time of a game end. Upload processing of this character information is explained using the flow of drawing 2 and drawing 17.

[0105]The game program executive operation part 223 in the game machine 211 as a user terminal The game middle, In updating and adding the character information on the character servers 230, such as renewal of a capability value, at the time of a game end, it sends the parameter value after information-item ID and change which are changed into a game transmission and reception section to the data transmission and reception part 222. Then, the data transmission and reception part 222 transmits the parameter value after information-item ID and change which are changed into the character server 230 via the interface part 221 with the enciphered security information which has been beforehand saved at the time of character download (S311).

[0106]In the character server 230 side, through the interface part 231, security information and an update request are received, and the user authentication part 232 requires read-out of a user's security information registered into the storage parts store to the data control parts 233, and receives. The user authentication part 232 is decoding and comparing the code of these security information, and completes attestation.

[0107]In [also in this attestation, authenticating processing as well as the above-mentioned attestation is set to enabled maximum Nmax time execution, and] Step S315, the number of times of authenticating processing should count (N=N+1), and the comparison (S316) with the maximum (Nmax) should do -- when the maximum (Nmax) is reached, there is possibility of unlawful access, protection processing (S317) of not accepting the input of the further password etc. is performed, and processing is ended.

[0108]When attestation is O.K. (it is Yes at S312), the data control parts 233 receive the update request of character information from the user authentication part 232, and perform an update process (S313).

[0109]In Step S314, the character server 230 updates the character use place information (refer to drawing 10) included in the character information on the character server 230. In this case, besides "the network address of a network game server", and "the network address of a game machine", All of "game ID", a "game name", and a "game maker name" are rewritten to

NULL as "game information", or the character prepares the flag of the kana no which is among a game play into character use place information, and processing which turns on or turns off the flag is performed.

[0110]If a game is the time of an end, or a home video game, the enciphered security information which was saved to suitable timing, such as turning OFF the power supply of the game machine 211, at the data transmission and reception part 222 will be eliminated.

[0111][State notification processing of a character] Next, state notification processing of a character is explained according to the process flow of drawing 18, while an example is shown. The user B explains as an example the process in which the character A of user A possession gets to know whether it is under [play] ****** for which game by state notification processing that the user B uses the character B.

[0112]The character A assumes that the permission which notifies its situation is beforehand given to the character B. In the open scope information explained using above-mentioned drawing 11, this permission setting out is performed by the processing which the group who contains the character B or the character B in the permission character list of the open scope information of the character A sets up. The details of open delimitation processing are further explained in the following paragraph "delimitation of the information disclosure of a character."

[0113]Although the user B is a user who participates in a game using the character B, it becomes the following flows in order to know the situation of the character A. It explains according to the process flow of drawing 18. The user B explains assuming that processing which gets to know the situation of the character A using the game machine 241 of drawing 2 is performed.

[0114]The character containing the character A is registered into the above-mentioned associate character list (refer to drawing 12) as an associate character of the character B here, The user B who has the character B explains as what performs processing which acquires the situations of all the associate characters containing the character A. As mentioned above, an associate character list is a list of characters of the associate who releases information.

[0115](1) With the game machine (B) 241, the user B performs a security information input process. The input process of security information is the same method, for example, inputs user ID, a password, a fingerprint, etc. as having explained using previous drawing 15. As one method, character ID and the password which he uses for the game program executive operation part 253 are entered via the input device 255 of the game machine (B) 241. The example of an input screen is shown in Screen 1 of drawing 19.

[0116](2) The game program executive operation part 253 of the game machine (B) 241, The security information (character ID, password) of the character B inputted by (1) is received from the input device 255, and the state notification demand of the security information and associate character is told to the data transmission and reception part 252.

[0117](3) The data transmission and reception part 252 enciphers the security information (character ID, password) of the character B, and changes the state notification demand of an associate character into the demand command to a character server, With the enciphered security information, it transmits to the character server 230 through the interface part 251 of the game machine (B) 241 (drawing 18, S401).

[0118](4) After the character server's 230 user authentication part 232 receives security information and performs decryption processing (S402) via the interface part 231 in the character server 230, it performs user authentication (S403) using the decoded security information.

[0119](5) If user authentication is O.K., the character server's 230 data control parts 233, It checks that receive the state notification demand command of an associate character, obtain ID of the associate character which the character B has from the storage parts store 234, and the character B is further contained in "the permission character list of [in "public information" of each associate character]" from the storage parts store 234 (S405). When attestation is abortive, authentication error processing is performed. That is, the user B is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted.

[0120](6) In the attestation O.K., the character server's 230 data control parts 233, The open scope information (refer to drawing 11) of the character information of the associate character registered into the associate character list included in the character information of the character B is acquired, Collation of whether the group who contains the character B or the character B in the permission character list in the open scope information of the character information of each associate character is set up is performed (S405).

[0121]The character server's 230 data control parts 233, About the associate character which is performing setting out for which collation opens a "character situation" only to the associate character B of O.K., i.e., a character. "Character ID" and a "character situation Request to Send" of an associate character are sent to each network game server 201,202,203 under play of each associate character and others (S406). The address of each network game server under play of each associate character and others is acquired from the character use place information (refer to drawing 10) in the character information of each associate character.

[0122](7) The network game server 201,202,203 transmits a "character situation" to the character server 230 to the character situation Request to Send from the character server 230 (S407).

[0123](8) Via the interface part 231, the character server's 230 data control parts 233 receive a "character situation", and acquire "character ID" and the "character situation" corresponding to it from the network game server 201,202,203 (S408).

[0124](9) The character server's 230 data control parts 233 obtain the "character name"

corresponding to "character ID" from the storage parts store 234 (S409).

[0125](10) The character server's 230 data control parts 233, Match "the situation of each associate character" received from stored an "associate character list" (character ID and a character name are included) and the network game server 201,202,203 in the character information of the character B, and via the interface part 231, It transmits to the game machine (B) 241 (S410).

[0126](11) Via the interface part 251 of the game machine (B) 241, the data transmission and reception part 252 of the game machine (B) 241 receives an "associate character list" and "the situation of each associate character", and passes them to the game program executive operation part 253 (S411).

[0127](12) The game program executive operation part 253 displays an "associate character list" and "the situation of each associate character" via the picture display part 254 (S412). When the name of the character A considers it as "Linda" in this in Screen 2 of drawing 19, as for a situation, it turns out that it is "playing a match against a monster in the woods of OO" in a play about "network RPG (A)."

[0128]Although the system which can use the character which each user (player) holds also for the local game enjoyed with a network game, a home video game machine, etc. is realized in the system of this invention, In such environment, it is the big desire for each player to get to know in which game an associate's character has participated now or in what kind of situation it is. For example, the characters which are an associate of the same party in a role playing game and a partner of a versus fighting game are in which game it having participated now, and acquiring the information whether it having participated in any game.

[0129]If the situation (is it possible receiving under a play of which game of an associate's character and a message or not?) of an associate's character is known, the message according to the situation can be sent to the character. The message realized here can be ******(ed) in the character under play, and it is also possible to save the received message at the message box of a character, and to check later. Message transmission processing is mentioned later.

[0130]By using together the character state notification mentioned above and the message transmission mentioned later, He appeals for the intervention to the game which has participated now, waiting by a network game is carried out, or communications of encouraging the character under play can be exchanged.

[0131][Information disclosure delimitation processing of a character] Next, the setting processing of the open scope information in character information is explained. About each character, the user (player) of a character can set up of which range a character is told about the situation of its character, and the range and group of a character who open to the public can be specified.

[0132]Each character has open scope information in the character information of the character server of drawing 3 which explained previously. "Open scope information" has the "permission character list" which permits public presentation for every information to exhibit or every information group to exhibit, as previously explained using drawing 11. Based on this open scope information, the information on each character becomes possible [opening to the public to the character beforehand allowed permission]. The information group can have two or more groups like information Gp1 and information Gp2. It is good also as group setting by performing a level division of several steps or an information group by the intimate associate and the associate who is not so intimate, and making a user choose it by a character server's service entrepreneur side.

[0133]In the example of drawing 11, the information of "the game name under play" and a "game situation" is registered, and the character currently exhibited in the information on the "information Gp1" is considered as a "character list", and it has it in "information Gp1" for every information Gp. Each "character ID" and the "character Gp" can be specified as a "character list." "The character Gp" is a group of the character registered into the character server, and since it can open information to an associate's character even if it does not specify each character by gathering by an associate and building the character Gp, it is convenient.

[0134]A flow in case the user B using the character B gives the permission which releases information to the character A is explained according to the process flow of drawing 20. Here, the user B using the character B explains the processing which gives the permission which releases information to the character A by [state notification processing of a character] of the preceding clause from the state which acquired the information on Screen 2 of drawing 19.

[0135](1) In Screen 2 of drawing 19, the user B chooses the button of "information disclosure" via the input device 255 of the game machine (B) 241.

[0136](2) The game program executive operation part 253 of the game machine (B) 241 displays "the registration picture of information disclosure" shown in drawing 21 (Screen 1) on the picture display part 254 (drawing 20, S501).

[0137](3) The user B inputs "character ID" of the character A which releases its information, and the kind ("information group") of information to release via the input device 255 of the game machine (B) 241 (S502), and the game program executive operation part 253 tells him to the data transmission and reception part 252.

[0138](4) The data transmission and reception part 252 already, In the registry request of the security information (character ID, password) as which the character B inputted by [state notification processing of a character] of the preceding clause was enciphered, and an associate character and character ID of an associate character, and the kind (information group) of information to release, both, It transmits to the character server 230 via the interface part 251 (S503).

[0139]Here, character ID of the character made into an associate can consider the method of exchanging and acquiring information in the conversation in a game beforehand. As a better method, when characters are in a game in the same virtual space, it is also possible to perform registration of the information which specifies and exhibits the partner who does information disclosure to the character server 230.

[0140](5) After the character server's 230 user authentication part 232 receives security information and performs decryption processing (S504) via the interface part 231 in the character server 230, it performs user authentication (S505) using the decoded security information. When attestation is abortive, authentication error processing is performed. That is, the user B is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted.

[0141](6) If user authentication is O.K., the character server's 230 data control parts 232, The registry request command of an associate character is received and the character A is registered into a "permission character" to an information group with a demand of character ID registered into "the open scope information" (refer to drawing 11) of the character B in the storage parts store 234 (S507).

[0142](7) The character server's 230 data control parts 232, The "new registration flag" of the "associate character list" (refer to drawing 12) of associate characters (character A) of a public presentation place is set as ON, and it is set as ON about the kind of information to which public presentation was permitted from the character B at "the kind of public information."

[0143]When the character A connects with a character server next time, ON setting processing of this "new registration flag", It is for making it possible to report that information disclosure permission was obtained from the character B to the user of the character A, to check that the user of the character A adds the character B to his own "associate character list", and to register the character B as an associate character simply.

[0144](8) Next, the character server's 230 data control parts 232, The "information group" which shows "character ID" and "the name of a character" which are "a notice of registration completion" and the registered information, and the kind of information to release is transmitted to the game machine (B) 241 via the interface part 231 (S509).

[0145](9) Via the interface part 251 of the game machine (B) 241, the data transmission and reception part 252 of the game machine (B) 241 receives "character ID", and "the name of a character" and an "information group", and passes them to the game program executive operation part 253 (S510).

[0146](10) The game program executive operation part 253 of the game machine (B) 241 displays "character ID", "the name of a character", and the "information group" which were registered via the picture display part 254 (S511), and tells the user B about completion of

registration. For example, the display shown in Screen 2 of drawing 21 is displayed on the picture display part 254 of the game machine (B) 241.

[0147][Message handling] Next, the message handling between characters is explained. In the composition of this invention, it participates in the game from which characters differ, for example, for example, the fighting game which the network game server 201 which the character A shows to drawing 2 provides, Even if it is a case as the character B has participated in the racing game which the network game server 203 shown in drawing 2 provides, it is possible to send a message mutually. As a transmission path of this message, it becomes a user's communication terminal (game machine) -> character server -> network game server (or game machine).

[0148]If a message is created and it transmits with a game machine, the message will specifically be sent to a character server, After an addresser's (character) attestation is performed by the character server, the network game server (or game machine) of character ID of a transmission destination to a transmission destination is deduced from a database, and a message is transmitted to a transmission destination. It will check that the network game server or game machine of a transmission destination is the message from a character (it is in confidential relation) server registered beforehand, and it will be sent to the character of a transmission destination.

[0149]According to the process flow of drawing 22, it explains by making into an example the case where the user B who is performing the game using the character B transmits a message to the character A. Screen 2 of drawing 19 which the user B who is performing the game using the character B explained by [state notification processing of a character] of the preceding clause is acquired, and it explains as that to which the user B transmits a message to the character A. The character A uses that a racing game is under play with a network game server.

[0150](1) In Screen 2 of drawing 19, the user B chooses "message transmission" button via the input device 255 of a game machine (B), and (drawing 2 and 241).

[0151](2) The game program executive operation part 253 of the game machine (B) 241 displays a "message preparing screen" as shown in drawing 24 (a) at the picture display part 254 (drawing 22, S601).

[0152](3) The user B from the input device 255 of the game machine (B) 241. "A character input part (virtual keyboard part)" of the picture display part 254 is used, Inputting the message to the character A, the game program executive operation part 253 judges which character the input from the "input part" was interpreted, and was inputted, and displays the message inputted into the "creation message indicator part" of the picture display part 254. When the input device 255 is equipped with the character input function, a character input may be performed via the input device 255, for example, as long as a keyboard is connectable, it may

be performed via a keyboard. If a character input is possible for a user's communication terminal like a cellular phone, the character input function will be used.

[0153](4) When a message input is completed and the user B pushes a "transmitting" button via the input device 255 (S602), the data transmission and reception part 2246 of the game machine (B) 241, "Character ID" and the "message body" of the character A of security information (character ID, password) and a transmission destination as which the character B inputted by [state notification processing of a character] of the preceding clause was enciphered, It transmits to the character server 230 via the interface part 251 (S603).

[0154](5) After the character server's 230 user authentication part 232 receives security information and performs decryption processing via the interface part 231 in the character server 230, it performs user authentication using the decoded security information. When attestation is abortive, authentication error processing is performed. That is, the user B is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted.

[0155](6) If user authentication is O.K., the character server's 230 data control parts 233 will search the storage parts store 234 from the information on "character ID" of the message transmission point, and will acquire the "character use place information" on the character A of a transmission destination. The "character use place information" on the character A is included in the character use place information (refer to drawing 10) in the character information of the character A.

[0156](7) Next, the character server's 230 data control parts 233, The message arrival setup information (refer to drawing 13) included in the character information of the character A is acquired (S607), and "mail arrival permission" of the character A judges whether it is "good" to the character B of a transmitting agency (S608). If setting out is "good", a "receiving date", a "message body", and "a sending agency (a character name, character ID)" are saved at the "message folder" of the character A in a "storage parts store" (S609).

[0157]In the message arrival setup information included in the character information of the character A, in setting out it is [setting out] "improper", "notice processing for which the incoming call notice to a transmitting agency is improper" (S615) is performed to the character B of a transmitting agency, and "mail arrival permission" ends this processing, without carrying out processing after this.

[0158]"Notice processing for which the incoming call notice to a transmitting agency is improper" (S615) is explained with reference to drawing 24 (A). First, the character server's 230 data control parts 233 transmit the message "the arrival to a transmission destination is not permitted for the sending person" via the interface part 231 to the game machine (B) 241 (S631). Next, via the interface part 251, the data transmission and reception part 252 of the game machine (B) 241 receives a message, and transmits it to the game program executive

operation part 253 (S632), and the game program executive operation part 253 displays a message on the picture display part 254 (S633).

[0159](8) Next, the character server's 230 data control parts 233, In the message arrival setup information included in the character information of the character A, Judge setting out of "message reception propriety" (S610), and if setting out is "good", the data control parts 233, Deduce the network address of the game machine (A) 211 which is a game machine under play of the character A (S611), and the game machine (A) 211 is received, "A message reception demand", "character server ID", "transmitting agency character information" (character ID, a character name, etc.), and a "message body" are transmitted via the interface part 231 (S612). The network address of the game machine (A) 211 is acquired from the character use place information (refer to drawing 10) in the character information of the character A.

[0160]In the message arrival setup information included in the character information of the character A, if setting out of "message reception propriety" is "improper", "notice processing for which message reception is improper" (S616) will be performed, and this processing will be ended, without carrying out processing after this.

[0161]"Notice processing for which message reception is improper" (S616) is explained with reference to drawing 24 (B). First, the character server's 230 data control parts 233 transmit the message "the transmission destination has not permitted message reception now" via the interface part 231 to the game machine (B) 241 (S651). Next, via the interface part 251, the data transmission and reception part 252 of the game machine (B) 241 receives a message, and transmits it to the game program executive operation part 253 (S652), and the game program executive operation part 253 displays a message on the picture display part 254 (S653).

[0162](9) In the message arrival setup information included in the character information of the character A, in the judgment (S610) of setting out of "message reception propriety", when setting out is "good", Via the interface part 221, the data transmission and reception part 222 of the game machine (A) 211 receives "local character ID" and a "message body" of "a message transfer demand" and a transmission destination, and transmits them to the game program executive operation part 223 (S613).

[0163](10) The game program executive operation part 223 of the game machine (A) 211 displays a message on the picture display part 224. (Drawing 24 (b)) In this example, a message is arrived and displayed on the character A under play in a network racing game.

[0164]Thus, in the system of this invention, the situation of an associate's character can be checked by list by the picture display part of a game machine (drawing 19, Screen 2), the link to the message transmission means to each associate character is on the screen, and message transmission becomes possible.

[0165]As mentioned above, the message according to a situation can be sent to a character by using together the state notification of an associate character, and message transmission. A message can be ******(ed) in the character under play and it is also possible to save the received message at the message box of a character, and to check later.

[0166][Game participating processing] Next, the processing which newly participates in the game in which other characters have participated is explained. In the composition of this invention, as mentioned above, it is possible to get to know the situation of other characters, and when interested in the game, processing in which a self registration character is made to newly participate can be performed.

[0167]Hereafter, game participating processing is explained according to the flow shown in drawing 25. Here, when the user B acquires Screen 2 of drawing 19 explained by [state notification processing of a character] of the preceding clause and pushes a "game participating button" from Screen 2 of drawing 19 explains the example which joins the character (Linda) of the associate of network RPG.

[0168](1) In Screen 2 of drawing 19, the user B chooses the "game participating" button set as the field to which a character (Linda) corresponds via the "input device" of a game machine (B) (S701).

[0169](2) a game machine -- (-- B --) -- (-- drawing 2 -- 241 --) -- a data transmission and reception part -- 252 -- a character (Linda) -- participating -- **** -- a network -- RPG -- providing -- **** -- a network game server -- (-- A --) -- 201 -- a logon request -- transmission (S702) -- carrying out .

[0170](3) The network game server (A) 201 transmits the "game program" corresponding to network RPG to which the character (Linda) has participated in the game machine (B) 241 (S703).

[0171](4) The data transmission and reception part 252 of the game machine (B) 241 receives a "game program" via the interface part 251, and the game program executive operation part 253 executes a "game program" (S704).

[0172](5) A game program is executed within the game machine (B) 241, communicate with the network game server (A) 201, and perform logon authenticating processing (S705).

[0173]Logon processing is a procedure performed between the network game server for participating in the game which a network game server provides, and a user terminal (game machine). Logon processing is explained using the flow of drawing 26, and the example of a display screen of drawing 27.

[0174]When the user who is going to participate in the game which a network game server provides performs access to a network game server, the logon request screen of drawing 27 (Screen 1) is displayed on the picture display part of a game machine (drawing 26, S751).

[0175]A user inputs the security information of registered user ID, a password, etc. into the

logon request screen of drawing 27 (Screen 1) beforehand (S752). Such security information is information set to the network game server by the agreement between user terminals (game machine), and setting out which inputs information, including a fingerprint etc., is also possible for it.

[0176]The game program executive operation part 253 of the game machine (B) 241 passes security information to the data transmission and reception part 252 (S753). Next, the data transmission and reception part 252 of the game machine (B) 241 transmits the security information and the logon request which were enciphered to the network game server (A) 201 via the interface part 251 (S754).

[0177]Next, the network game server (A) 201 attests by receiving security information (S755). Attestation is processing whether registered user ID, a password, etc. and received data are in agreement for example beforehand.

[0178]If attestation is materialized, the network game server (A) 201 will transmit logon permission to the game machine (B) 241 (S757). In the case of attestation failure, the network game server (A) 201 transmits logon disapproval to the game machine (B) 241 (S758).

[0179]It returns to the flow of drawing 25 and explanation is continued.

(6) The data transmission and reception part 251 of the game machine (B) 241 receives "logon permit information" after performing logon processing shown in drawing 26 (S706).

[0180](7) When logon is permitted (it is Yes at S707), the game program executive operation part 253 of the game machine (B) 241 displays the start screen of a game on the picture display part 254 (S708). (Screen 2 of drawing 27)

[0181](9) In Screen 2 of drawing 27, a user (B) pushes the "GO" button of "Linda and unification" (S709).

[0182](10) The game program executive operation part 253 of the game machine (B) 241 transmits the game start demand from the point which Linda is playing to the network game server (A) 201 via the data transmission and reception part 252 (S710).

[0183](11) The network game server (A) 201 transmits the demanded game data to the game machine (B) 241 (S711). (Screen 3 of drawing 27)

[0184](12) The data transmission and reception part 252 of the game machine (B) 241 receives game data via the interface part 251, and the game program executive operation part 253 starts a game based on the "game data."

[0185]By the above processing, the user B with the character B can join the character (Linda) of the associate of network RPG.

[0186]Thus, in the system of this invention, the situation of an associate's character can be checked by list at the picture display part of a game machine (drawing 19, Screen 2), The link for game intervention of each associate character is on the screen, and when participating to the network game of the multiplayer correspondence played now [of each associate

character], it can move easily [the virtual space in which its associate character is present].
[0187]For example, in network RPG in which two or more players can participate, although venturing together with an associate's character is possible, the inside of vast virtual space, It is not enough, if it understands in which game its associate's character has participated, it only participates in the game and an associate's character cannot be met. If the baseball game which has two or more grounds on virtual space is mentioned as an example and it does not understand although the associate is playing in which ground, a baseball game cannot be enjoyed together with an associate character. When the information that the character has participated in which game is stored in the character server in the system of this invention and a network game server and a character server communicate, It becomes possible to move to the place in the virtual space which an associate's character is playing by acquiring the information where [in the game] a character is needed now, and using the information.
[0188]Thus, in the composition of this invention, it becomes possible to participate in the game of an associate's character and to join a character server over two or more network games, when an associate's character has the information under play in which game now.
[0189][A series of processings in a communication terminal device] Although the processing performed in the character data managerial system of this invention has been explained individually above, respectively, In a user's terminal unit (game machine), access is performed to a character server, and the flow which summarized processing until it participates in the game in which other characters participate is shown in drawing 28. The example of processing of drawing 28 is one example of the processing sequence performed in a game machine, and processing according to other sequences is also possible for it.
[0190]Each step of the flow shown in drawing 28 is explained. First, in Step S801, a user's communication terminal (for example, game machine (A) 211 of drawing 2) accesses the character server 230 via the interface part 221. The character server 230 asks a user for the input of security information. A user performs the input of user ID, a password, a fingerprint, etc. (S802), and transmits these encryption data to the character server 230. The input of this security information is the processing previously explained using drawing 15.
[0191]Next, a user performs state notification processing (S803) of a self character. The processing which notifies its situation to other characters is possible for a certain character A. This is [state notification processing of a character] explained according to the process flow of drawing 18.
[0192]Next, a user performs information disclosure delimitation processing (S804) of a self character. About each character, the user (player) of a character can set up of which range a character is told about the situation of its character, and the range and group of a character who open to the public can be specified. This is [information disclosure delimitation processing of a character] explained according to the process flow of drawing 20.

[0193]In "information disclosure delimitation processing of a character", as explained previously, associate registration of other characters is possible. Associate registration processing displays on an indicator "the registration picture of information disclosure" shown in drawing 21 (Screen 1), and is performed by pushing a registering button.

[0194]In "the registration picture of information disclosure" shown in drawing 21 (Screen 1), by pushing a registering button, associate registration processing is performed (S806) and renewal of the associate character list shown in the open scope information shown in drawing 11 in the character information in a character server and drawing 12 is performed.

[0195]A user acquires the situation of an associate character from a character server, and displays the screen of drawing 19 (Screen 2), and execution (S807, S808) of message transmission processing is possible for him. This is performed by pushing a message transmission button in the screen of drawing 19 (Screen 2) by performing [message handling] previously explained according to the process flow of drawing 22. As a transmission path of a message, it becomes a user's communication terminal (game machine) -> character server -> network game server (or game machine).

[0196]A user acquires the situation of an associate character from a character server, and displays the screen of drawing 19 (Screen 2), and execution (S809, S810) of game participating processing is possible for him. This is performed by pushing a game participating button in the screen of drawing 19 (Screen 2) by performing previously [game participating processing] explained according to the process flow of drawing 25.

[0197]Such various processings are performed, and processing is completed when a user pushes the end button of a game machine.

[0198]State notification processing (refer to drawing 18) of Step S803, information disclosure delimitation processing of Step S804 (refer to drawing 20), In the associate registration processing of Step S806, message transmission processing (refer to drawing 22) of Step S808, etc., authenticating processing between a character server and a user terminal is performed. The user ID inputted in the security information input process of drawing 15 explained previously in each authenticating processing, A password, fingerprint data, etc. are transmitted to a character server from a user terminal, and collation with acquired security information is performed by the character server side. When collation is abortive, authentication error processing is performed. That is, a user is again asked for the input of certification information within the number of times of maximum settings. The reinput more than the number of times of maximum settings is not accepted (S821-S823).

[0199]Thus, the character can be made to appear in a game in common in two or more games by a game player holding its character to a character server in the system of this invention. A player can enjoy the pleasure of a new game by the ability of the item which the attribute and player of not only a general view of a character but a character have to be used in common.

The characters of a different player receive the character of the player of the range permitted beforehand, In the communication in a team [in / it becomes possible to tell room of one's character in a different game and virtual space, or to send a message, and / a network game], or communication with a waging-war partner, A big effect is acquired and a player can be provided with the new pleasure which was not in an old game system.

[0200]As mentioned above, it has explained in detail about this invention, referring to a specific example. However, it is obvious that a person skilled in the art can accomplish correction and substitution of this example in the range which does not deviate from the gist of this invention. That is, with the gestalt of illustration, this invention has been indicated and it should not be interpreted restrictively. In order to judge the gist of this invention, the column of the claim indicated at the beginning should be taken into consideration.

[0201]A series of processings in which it explained into the specification can be performed by the composite structure of hardware, software, or both. When performing processing by software, the program which recorded the processing sequence, It is possible to install in the memory in the computer built into hardware for exclusive use, and to make it perform, or to make the general purpose computer which can perform various processing install and execute a program.

[0202]For example, a program is recordable on the hard disk and ROM (Read OnlyMemory) as a recording medium beforehand. A program Or a floppy (registered trademark) disk, CD-ROM (Compact Disc Read Only Memory), It is temporarily or permanently storable in removable recording media, such as MO (Magneto optical) disk, DVD (Digital Versatile Disc), a magnetic disk, and semiconductor memory (record). Such a removable recording medium can be provided as what is called a software package.

[0203]Install a program in a computer from a removable recording medium which was mentioned above, and also. From a download site, via networks [**** / carrying out radio transmission], such as LAN (Local Area Network) and the Internet, to a computer, It transmits to a computer with a cable, and in a computer, it can receive and the program transmitted by making it such can be installed in recording media, such as a hard disk to build in.

[0204]Various kinds of processings written in the specification may be performed in parallel or individually [the throughput or if needed] for a device of a time series not only performing, but performing processing according to a statement. In this specification, a system is the logical set composition of two or more devices, and it does not restrict to what has a device of each composition in the same case.

[Translation done.]

* NOTICES *

1.This document has been translated by computer. So the translation may not reflect the original precisely.
2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]
[Drawing 1]It is a figure showing the composition outline of the character data managerial system of this invention.
[Drawing 2]It is a figure explaining each constituent means of the character data managerial system of this invention.
[Drawing 3]It is a figure showing the example of composition of the communication terminal device (game machine) of the character data managerial system of this invention.
[Drawing 4]It is a figure showing the example of composition of the character server of the character data managerial system of this invention.
[Drawing 5]It is a figure explaining the stored information of the character server of the character data managerial system of this invention.
[Drawing 6]It is a figure explaining the data configuration of the three-dimensional information in the character information stored in a character server.
[Drawing 7]It is a figure explaining the data configuration of the attribution information in the character information stored in a character server.
[Drawing 8]It is a figure explaining the data configuration of the item information in the character information stored in a character server.
[Drawing 9]It is a figure explaining the data configuration of the social information in the character information stored in a character server, and hysteresis information.
[Drawing 10]It is a figure explaining the data configuration of the character use place information in the character information stored in a character server.
[Drawing 11]It is a figure explaining the data configuration of the open scope information in the character information stored in a character server.
[Drawing 12]It is a figure explaining the data configuration of the associate character list of [in the character information stored in a character server].

[Drawing 13]It is a figure explaining the data configuration of the message arrival setup information in the character information stored in a character server.

[Drawing 14]It is a flow chart explaining the download processing of character information.

[Drawing 15]It is a flow chart explaining a security information input process.

[Drawing 16]It is a flow chart explaining use place information registration processing.

[Drawing 17]It is a flow chart explaining upload processing of character information.

[Drawing 18]It is a flow chart explaining state notification processing of a character.

[Drawing 19]It is a figure showing the example of a screen displayed on a user's communication terminal in state notification processing of a character.

[Drawing 20]It is a flow chart explaining information disclosure delimitation processing.

[Drawing 21]It is a figure showing the example of a screen displayed on a user's communication terminal in information disclosure delimitation processing.

[Drawing 22]It is a flow chart explaining message transmission processing.

[Drawing 23]It is a figure showing the example of a screen displayed on a user's communication terminal in message transmission processing.

[Drawing 24]It is a flow chart explaining the setting processing of the mail arrival improper in message transmission processing, and a receive not ready.

[Drawing 25]It is a flow chart explaining game participating processing.

[Drawing 26]It is a flow chart explaining logon processing.

[Drawing 27]It is a figure showing the example of a screen displayed on a user's communication terminal in game participating processing.

[Drawing 28]It is a flow chart explaining the example of processing performed in a user's communication terminal (game machine).

[Description of Notations]

101 Network server

102 Character server

110 Communication terminal device

111 Home video game machine

112 Arcade game machine

113 Handheld game machine

114 Network computer

115 Network personal digital assistant

201,202,203 Network game server

211,241 game machines

221,251 interface parts

222,252 data transmission and reception parts

223,253 Game program executive operation part

224,254 Picture display part

225,255 Input device

230 Character server

231 Interface part

232 User authentication part

233 Data control parts

301 CPU

302 ROM

303 RAM

304 Hard disk

305 Outputting part

306 Input part

307 Communications department

308 Drive

309 Removable storage medium

311 Bus

312 Input/output interface

401 CPU

402 ROM

403 RAM

404 Hard disk

405 Outputting part

406 Input part

407 Communications department

408 Drive

409 Removable storage medium

411 Bus

412 Input/output interface

501 Character information

502 User (customer) information

[Translation done.]

* NOTICES *

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original precisely.
2.**** shows the word which can not be translated.
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CORRECTION OR AMENDMENT

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[Written amendment]
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[Amendment 1]
[Document to be Amended]Specification
[Item(s) to be Amended]Claim
[Method of Amendment]Change

[Proposed Amendment]

[Claim(s)]

[Claim 1]It is a character data managerial system which manages character data displayed to a communication terminal device,

A character server which stored character information which is information about a character set up corresponding to two or more users,

It has a communication terminal device which can download character information set up from said character server corresponding to each user,

Character information stored in said character server includes information disclosure setup information over other characters,

Said character server,

A character data managerial system having the composition which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information.

[Claim 2]Said character data managerial system is further,

It has a game server which provides a excecutable game program in said communication terminal device,

While said communication terminal device downloads a character registered into said character server to said communication terminal device, The character data managerial system according to claim 1 having a game program executive operation means to make said downloaded character appear in a game which said game server provides, and to perform a game.

[Claim 3]Character use place information is included in information disclosure setup information in character information stored in said character server,

This character use place information includes an address of a communication terminal device whose character is under use,

Said character server,

The character data managerial system according to claim 1 having the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 4]Character use place information is included in information disclosure setup information in character information stored in said character server,

This character use place information includes an address of a network game server whose character is under use,

Said character server,

The character data managerial system according to claim 1 having the composition which

performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 5]Open scope information is included in information disclosure setup information in character information stored in said character server,

This open scope information contains data which matched disclosure range information and indication place character information in character information,

Said character server,

As opposed to other character or other character Manage User who registered character information into said character server for said character information, The character data managerial system according to claim 1 having the composition which performs processing indicated according to setups of said open scope information.

[Claim 6]An associate character list is included in information disclosure setup information in character information stored in said character server,

Disclosure of character information is possible for this associate character list, and also it contains character information data,

Said character server,

As opposed to other character or other character Manage User who registered character information into said character server for said character information, The character data managerial system according to claim 1 having the composition which performs processing indicated according to character conditions registered into said associate character list.

[Claim 7]Message arrival setup information is included in information disclosure setup information in character information stored in said character server,

This message arrival setup information contains an information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival,

Said character server,

The character data managerial system according to claim 1 having the composition which performs processing of an outgoing message from other character or other character Manage User who registered character information into said character server according to said message arrival setup information.

[Claim 8]Said character server,

The character data managerial system according to claim 1 having the composition which performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on condition of attestation formation.

[Claim 9]Said character server,

According to reception of a character situation Request to Send from said communication terminal device, character use place information is acquired based on associate character

identification data registered into said character information out of character use place information in character information corresponding to this associate character,

The character data managerial system according to claim 1 having the composition which performs processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[Claim 10]Said character server,

According to reception of a character situation Request to Send from said communication terminal device, character use place information is acquired based on associate character identification data registered into said character information out of character use place information in character information corresponding to this associate character,

The character data managerial system comprising according to claim 1:

A character situation acquired by the inquiry to acquired character use place information.

Composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[Claim 11]Said communication terminal device,

Access to this game server is performed according to address information of a game server which provides a participating game program of an associate character acquired from said character server,

The character data managerial system according to claim 10 having the composition which performs game participating processing of a self character acquired by download from said character server.

[Claim 12]He is a character server which manages character data displayed to a communication terminal device,

It has the database which stored character information which is information about a character set up corresponding to two or more users,

Character information stored in said database includes information disclosure setup information over other characters,

A character server having the composition which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information.

[Claim 13]Character use place information is included in said information disclosure setup information,

This character use place information includes an address of a communication terminal device

whose character is under use,

Said character server,

The character server according to claim 12 having the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 14]Character use place information is included in said information disclosure setup information,

This character use place information includes an address of a network game server whose character is under use,

Said character server,

The character server according to claim 12 having the composition which performs processing which indicates said address to other character or other character Manage User who registered character information into said character server.

[Claim 15]Open scope information is included in said information disclosure setup information,

This open scope information contains data which matched disclosure range information and indication place character information in character information,

Said character server,

The character server according to claim 12 having the composition which performs processing which discloses said character information according to setups of said open scope information to other character or other character Manage User who registered character information into said character server.

[Claim 16]An associate character list is included in said information disclosure setup information,

Disclosure of character information is possible for this associate character list, and also it contains character information data,

Said character server,

As opposed to other character or other character Manage User who registered character information into said character server for said character information, A character server given in 12 having the composition which performs processing indicated according to character conditions registered into said associate character list.

[Claim 17]Message arrival setup information is included in said information disclosure setup information,

This message arrival setup information contains an information set about propriety of message reception from other character or other character Manage User who registered character information into said character server, or arrival,

Said character server,

The character server according to claim 12 having the composition which performs processing

of an outgoing message from other character or other character Manage User who registered character information into said character server according to said message arrival setup information.

[Claim 18]Said character server,

The character server according to claim 12 having the composition which performs authenticating processing to said communication terminal device, and performs data transmission to this communication terminal device on condition of attestation formation.

[Claim 19]Said character server,

According to reception of a character situation Request to Send from said communication terminal device, character use place information is acquired based on associate character identification data registered into said character information out of character use place information in character information corresponding to this associate character,

The character server according to claim 12 having the composition which performs processing which transmits a character situation acquired by the inquiry to acquired character use place information to said communication terminal device which performed said character situation Request to Send.

[Claim 20]Said character server,

According to reception of a character situation Request to Send from said communication terminal device, character use place information is acquired based on associate character identification data registered into said character information out of character use place information in character information corresponding to this associate character,

The character server comprising according to claim 12:

A character situation acquired by the inquiry to acquired character use place information.

Composition which performs processing which transmits address information of a game server which provides a participating game program of this associate character to said communication terminal device which performed said character situation Request to Send.

[Claim 21]It is a character data controlling method which manages character data displayed to a communication terminal device,

Character information which includes information disclosure setup information over other characters as information about a character set as a character server corresponding to two or more users is stored,

A character data controlling method performing information-and-telecommunications control between communication terminal devices using a character registered into said character server according to said information disclosure setup information.

[Claim 22]It is a program which makes character data management processing which manages character data displayed to a communication terminal device perform on computer

systems, and is said program,

According to information disclosure setup information over other characters contained in character information which is information about a character which was registered into a character server and set up corresponding to two or more users, A step which performs information-and-telecommunications control between communication terminal devices using a character registered into said character server,

A ****(ing) program.

[The amendment 2]

[Document to be Amended]Specification

[Item(s) to be Amended]0002

[Method of Amendment]Change

[Proposed Amendment]

[0002]

[Description of the Prior Art]In [if a RPG (RolePlaying Game) type network game is taken for an example in the conventional network game, for example] the virtual world of the game, As said players having a dialog or fighting with both monsters, bilateral work can be performed, and the event in a game can be experienced. However, its character is used in several different games, [same] There is no system which plays a game, furthermore a game is enjoyed using its character in two or more games such, Over two or more of the games, to an associate's player The situation of one's character, For example, there is also no system which sends a message in the character which the system which teaches during a play of which game and a rest etc., or exhibits the attribute of a character does not have, and plays an active part over two or more games.

[Amendment 3]

[Document to be Amended]Specification

[Item(s) to be Amended]0028

[Method of Amendment]Deletion

[Amendment 4]

[Document to be Amended]Specification

[Item(s) to be Amended]0029

[Method of Amendment]Deletion

[Amendment 5]

[Document to be Amended]Specification

[Item(s) to be Amended]0030

[Method of Amendment]Deletion

[Amendment 6]

[Document to be Amended]Specification

[Item(s) to be Amended]0031
[Method of Amendment]Deletion
[Amendment 7]
[Document to be Amended]Specification
[Item(s) to be Amended]0032
[Method of Amendment]Deletion
[Amendment 8]
[Document to be Amended]Specification
[Item(s) to be Amended]0033
[Method of Amendment]Deletion
[Amendment 9]
[Document to be Amended]Specification
[Item(s) to be Amended]0034
[Method of Amendment]Deletion
[Amendment 10]
[Document to be Amended]Specification
[Item(s) to be Amended]0035
[Method of Amendment]Deletion
[Amendment 11]
[Document to be Amended]Specification
[Item(s) to be Amended]0036
[Method of Amendment]Deletion
[Amendment 12]
[Document to be Amended]Specification
[Item(s) to be Amended]0037
[Method of Amendment]Deletion
[Amendment 13]
[Document to be Amended]Specification
[Item(s) to be Amended]0040
[Method of Amendment]Change
[Proposed Amendment]
[0040]Such a program can demonstrate the collaboration operation on a system, and can obtain the same operation effect as other sides of this invention while it specifies execution of the various function which a system has based on reading of a program under processor control.

[Translation done.]